

Ⓜ Playable Demos! Ⓞ Accurate Reviews! ✕ Exclusive Info! Ⓜ Expert Tips!

Official UK

ISSUE 84

# PlayStation Magazine

EXCLUSIVE FIRST PLAY!

## DELTA FORCE

### URBAN WARFARE

Game of the year! Taking out the terrorists with the spectacular SAS shooter!

## METAL SLUG X

Aliens! Nazis! Zombies! Fried Chicken! Awesome arcade lunacy from Japan

## FLIPPIN' HECK IT'S ROLLCAGE

The fastest racer in town is back, and now it's called Firebugs!

## FORMULA 1 ARCADE

New formula! Sony puts the fun into F1

WORLD'S FIRST FIFA WORLD CUP 2002 REVIEW!



## SVEN-GALI

Learn from the master! The savvy Swede talks tactics with OPM



## PLUS! PANZER FRONT BIS & PRO EVOLUTION SOLVED

TWO Digimon games revealed! • Planet Of The Apes • Driving games: PLAYABLE special • Sky Sports Footie Quiz ET reviewed • Alex Ferguson's 2002 • Rayman Rush review and playable demo • Win a TV! AND LOTS MORE...



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# SHOOT FIRST ASK QUESTIONS LATER



You awake on a surgeon's table suffering from amnesia. Who are you? Where are you? How did you get here? But don't forget the golden rule; bullets first, questions later. Track down felons, solve puzzles, ride motorbikes and survive gunfights to regain your title of the world's no.1 bounty hunter and rediscover your identity. Any questions? Made by Sega for PlayStation 2.

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PlayStation 2  
THE THIRD PLACE





# The World's Best PlayStation Magazine

Official UK

# PlayStation Magazine

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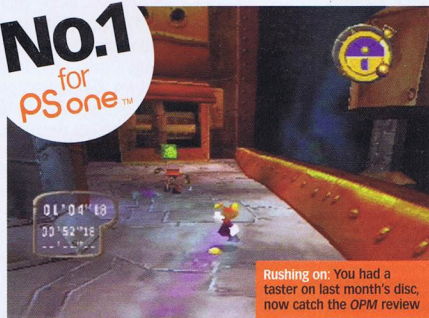
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No.1  
for  
ps one™



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### Official UK PlayStation Magazine

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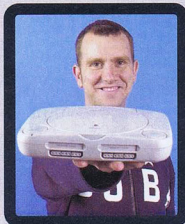
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**COMING ON STRONG!**  
"Would you credit it? People keep on giving us new and brilliant games to play"



You've all heard them: reports of the death of PS1... PS2 at

£199, XBox in the shops, a little cube thingy on the way... yadda yadda yadda.

Well we couldn't give a monkey's about any of that. We love our PS1 and are still busy trying to get the most out of all our old games. We're not going to stop now, oh no. And, would you credit it? Neither will the people that make games. While we just want to finally finish *Driver*, perfect the free-kick in *ISS Pro Evo 2* and finish more than three laps of *TOCA WTC* people keep on giving us new and brilliant games to play.

Just this month we've been playing the potentially classic *Delta Force: Urban Warfare* (p.32), the lunatic *Metal Slug X* (p.26) and the excellent *Digimon Rumble Arena* (p.22) to name but a few. There are 24 new games in here, PLUS a load of reviews – *FIFA World Cup* (p.48), *Alex Ferguson's 2002* (p.52), *Rayman Rush* (p.42) and *ET* (p.46). And that's not even mentioning *Capcom Vs SNK* (p.8), *F1 Arcade* (p.12), *Fire Bugs* (p.6) and *Dance Dance Revolution KonamiX* (p.10).

Phew! That's a whole lotta new games coming your way and OPM is the only place you'll be able to read about them because we're the *only PS1 mag* on the shelves.

And if, like us, you also want to get the most out of those great bargain games check out our new Knowledge section (p. 58) where we deal up more than 200 game ratings!

PS1 dead? It's never going to happen folks.

*Richard Keith*

RICHARD KEITH  
EDITOR

#### Write and tell us what you think

Got something to say about the issue or PS1? Then send your thoughts, queries, rants and raves to:

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Live it! Breathe it!  
psone™  
Play it!

# Official UK Plays

ⓐ Playable demos ⓐ Accurate reviews

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Three cracking new titles unveiled...page 6

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### Champions League

Grade A gamers honoured...page 103



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Oil: The Daddy sorts out game tat page 56

## Give games a kicking With our boot-iful solutions



Game Aid cracks the Bis armour page 74

- **Top Tips.** More life enhancing secrets for *Hawk's 3*, *The Simpsons Wrestling*, *GTA2*, *FFVII* and stacks more **page 70**
- **Panzer Front Bis** Rock the battlefield with our heavy metal hints plus all the Bis missions sussed **page 74**

## Soldier Soldier Join up with the Delta Force on p.32

- **Ready!** OPM goes deep behind enemy lines for an exclusive first look at this explosive new FPS!
- **Aim!** Check out Top Secret reports and maps from the opening levels
- **Fire!** Take a butchers at the huge stash of deadly weaponry in the *Delta Force* armoury.



Sight seeing: Scope out our Delta Force feature

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# ation Magazine

⊗ Exclusive info   ⊕ Expert tips



## If you want to play games

Our demo disc is a gamers delight with hot new demos, four classic racers and three full Yaroze games. Get it on!



- **Disc Inferno** from page 89. All this month's essential disc info
- **Driver** Sample the finest bumper-smashing, tyre-screaching four-wheeled adventure that PlayStation ever did see. It's Tanner-tastic!
- **Pole position** Get into gear with our essential selection of scorching arcade racers
- **Peter Pan** Fly off to Never Never Land where three levels of platforming frolics await.



## If you want to buy games...

We put seven new releases on the doctor's couch. Find out which ones pass the OPM medical



- **Rayman Rush** You've played the demo, now find out if the Rayman racer stands up to closer inspection **page 42**
- **FIFA World Cup 2002**: Will EA's World Cup kickaround lift the trophy or be KOed in the first round? Find out on **page 48**

● **ET** Only 20 years too late, ET lands on PlayStation **page 46**



## So you think you can play...

If you fancy yourself as a bit of a player here's the place to prove it. Come and have a go!



- **Challenges** for *Peter Pan*, *Pink Panther: Pinkadelic Pursuit*, *Driver*, *The Italian Job*, *WSPC*, *Micro Machines*, *Rayman Rush* and three Yaroze games. Can you handle the pace? From **page 89**
- **More wicked stuff** Enter our *Goal Of The Month* and *Run Of The Month* competitions **page 99-101**

Win!

A huge pile of Dexter's Lab booty and a massive TV!

**p.107**

**PLUS!** Signed skateboards, trainers, steering wheels, Spider-Man goodies and loads more!

Somewhere in this very magazine is a secret compo. A prize awaits...





# GLIMPSE OF THE FUTURE

A SNEAKY PEEK AT THE GAMES OF TOMORROW...

## Fire Bugs

### AXLE TO GRIND

This is Guppy, one of the five vehicles you can choose to race. Others have similarly, er, curious names like Stallion and Bullfrog

#### Ⓐ VEHICLES THAT REACH

RETINA-SCORCHING SPEEDS OF OVER 400MPH!

#### Ⓢ FIVE SEPARATE LEAGUES IN FIVE DIFFERENT PROVINCES

#### ⓧ 25 FANTASTICALLY DETAILED SCI-FI FLAVOURED TRACKS

#### Ⓟ CUSTOM WEAPONRY TO MANGLE THE OPPOSITION'S METAL



The sweet smell of burning rubber, the screech of hastily pumped brakes, the enormous 'kaboom!' of a guided missile slamming into the side of an opponent – ah, how we love the arcade racer and how our hearts are already warming to *Fire Bugs*.

The latest creation from developers ATD, whose pedigree includes *Rollcage* and *Rollcage Stage II*, *Fire Bugs* is heading to shops this September. The game promises an irresistible medley of high velocity racing and on-track warfare that will knock you out of your socks and into the middle of next century.

Set in the near future, players will strap themselves into one of five different vehicles to compete in a series of league races. The action takes place over five themed provinces – Archipelago, Droid Gardens, Sky Dunes, Sky Port and Cloud City – and as the screenshots show, it has all the makings of a visual treat. ATD claims it's managed to push the technical capabilities of PlayStation just that little bit further and the game will look as good, if not better, than anything we've previously seen.

Watch out for more on *Fire Bugs*, including a tasty playable demo, in the coming months. ●



Honk honk: Levels of road rage look like reaching new heights with each vehicle coming armed to the bumpers

➔ **WHAT?** A futuristic arcade racer with vehicles that bomb along at insane speeds

● **WHO?** Developer ATD has previously worked on titles that include Michael Owen's



Can't wait until September for this festival of speed? Then flip over to page 58 where you'll find plenty of titles to whet your appetite in our rundown of PlayStation's Top 100 best arcade racers.

GLIMPSE  
Burn Rubber



"Promises an irresistible medley of high velocity racing and on-track warfare"







# GLIMPSE

## Capcom Vs SNK Pro

# Capcom Vs SNK Pro

- Ⓐ DRAGON-PUNCH-HEAVEN FIGHTING
- Ⓢ 15 FIGHTERS FROM SF INCLUDING ALL YOUR FAVES
- ⓧ 15 FIGHTERS FROM SNK'S KING OF FIGHTERS AND FATAL FURY
- Ⓢ NOVEL NEW POINT SYSTEM FOR ARCADE MODE



Many gamers can remember the first time they played *Street Fighter 2* – it blew their minds then pummelled their thumbs. In this latest instalment, 30 legendary fighters from *SF*, *Fatal Fury* and *King Of Fighters* kick the crap out of each other.

A great new feature is the novel point system in arcade mode. Every character is assigned a points value from one to three (bosses being three, weaker fighters being one). Now for the bout: you choose any combination of fighters that total four points, which could be four run-of-the-mill scrappers or one boss plus a wannabe.

There will be two distinct routes to powering up your fighters. The SNK 'groove' (yes, sadly that is the proper name for it) requires you to press button combinations to fill up the power bar, while Capcom's groove follows the much cooler tradition of filling the power bar via successful attacks. In *Capcom Vs SNK Pro*, you can choose either of these methods for building up power although the outcome is the same – you unleash certain death on your opponent with awesome special moves.

So, thankfully it's looking darn fine and we can't wait to earn those blisters and calluses all over again. Bliss... ters... ouch. ●



Big boss: An uppercut spiced with fire – yep, gotta smart

➔ **WHAT?** The latest beat 'em up instalment of *SF* – the purists' fighting game

● **WHO?** Naturally, Capcom's at the helm and the list of good games they're responsible for is very long indeed



"We can't wait to earn those blisters and calluses all over again"

## THE LEGEND

The coolest, most balanced fighter in a fighting game? Probably. Characters rumble for all manner of reasons but Ryu simply fights to perfect his art







# GLIMPSE

## Dance Dance Revolution Konamix

# Dance Dance Revolution Konamix

- Ⓐ GET GROOVING WITH FREAKY DANCE MOVES
- Ⓢ MORE USE FOR YOUR DANCE MAT
- ⓧ 52 DANCE TUNES - THAT'S FIVE ALBUMS' WORTH
- Ⓢ KEEP FIT PLAYING GAMES

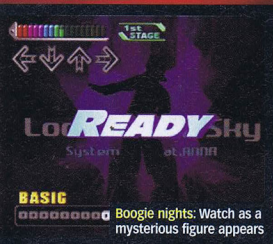


Imagine the scene: the OPM games hovel, all the writers quietly scribbling their genius words, only for the silence to be shattered by Craig "Stylee" Pearson laying out a plastic square and banging his feet around to house music. Games make us all do funny things, and none more so than Konami's *Dance* range.

More of the same is the order of the day. More tunes, more mad steps to pull off and more sweat pouring off your back than is strictly right. You know the score, you tap the dance mat or joypad in the direction shown on screen. The better your response, the more points you score. Dance like a parent, and you get chuckd off the floor. The wealth of options available for you to get your ballet shoes tapping is massive, leading you gently on the way to becoming the next Olivia Newton-John. Or, if you want to tone up your rolls of excessive flab, the game offers a calorie counter to help suck off those excess pounds. Never underestimate the power of PlayStation.

The dance tunes available are all suitably frantic and, in the version we played, there's loads to boogie to and unlock. The visuals are bright and cartoony and fit the insanity of the game quite nicely. We'll have more on Konami's latest slice of madness next month. ●

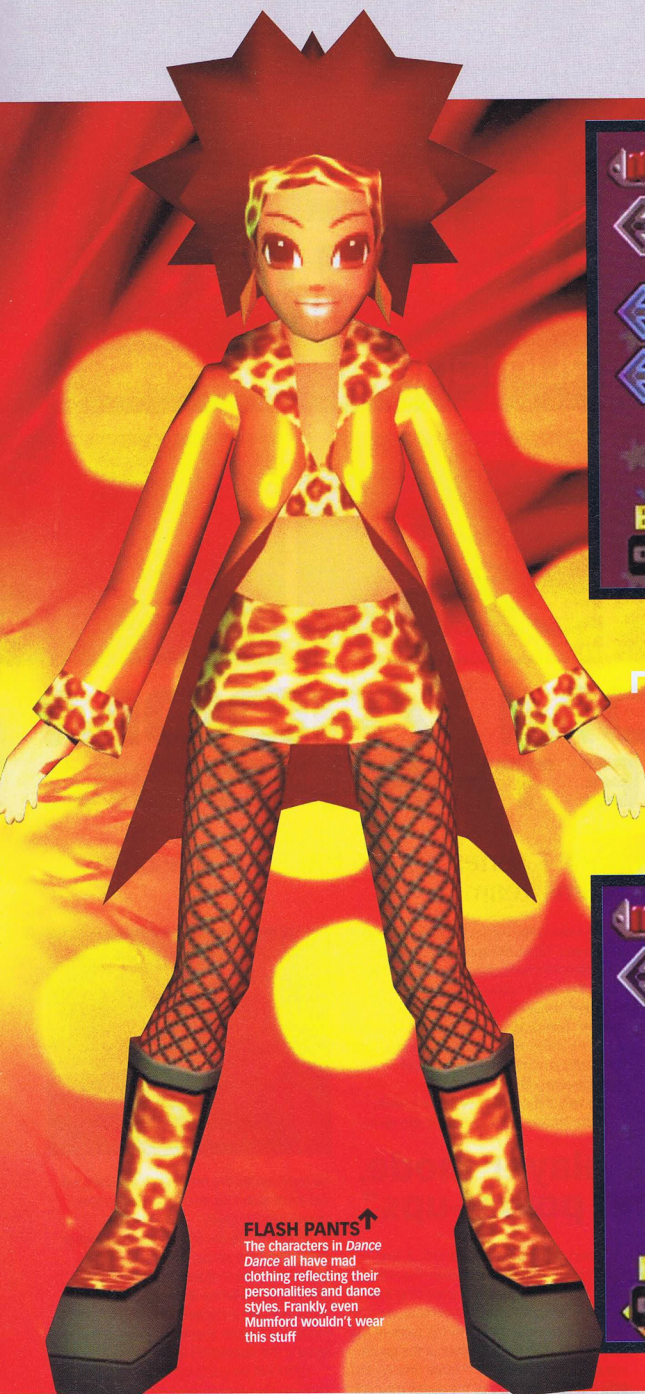
Foot loose: You can bust the moves using the joypad as well, but it's less fun



➔ **WHAT?** Mad dance-a-thon with banger tunes

● **WHO?** Konami. You know, it made *Metal Gear Solid* and *Pro Evolution 2*





**FLASH PANTS↑**  
The characters in *Dance Dance* all have mad clothing reflecting their personalities and dance styles. Frankly, even Mumford wouldn't wear this stuff



Strictly ballroom: More fashion statements. Look at his 'Madchester' pants

"More tunes, more mad steps to pull off and more sweat"



Lame-badder: This poor sod's crap, so he's only a dancer in training. Aww



IN THIS MONTH'S  
NEWS-FEED...

## PAGE 14



### PRO EVOLUTION SOCCER 2

We pass on your suggestions for the sequel to publishers Konami →

## PAGE 14



### YOU DID IT! SORT OF

After OPM pressure Sony has decided to release *Final Fantasy IV* and *V* →

## PAGE 15



### PLANET OF THE APES

More news on the monkey game everyone's waiting for →

## PAGE 16



### SKY SPORTS FOOTBALL QUIZ 2

The popular quiz game gets updated in time for the World Cup →

On your Marques: The new  
F1 season comes to Sony



# VROOM VROOM SHAKE THE ROOM

△ WHEN JULY    ○ WHO SONY    × WHERE WWW.STUDIO33.CO.UK

**GO! GO! GO!** Sony's *Formula 1* series enters the 2002 season as transformed as the Williams team



Sony's *F1* games have always been well up the racing-sim grid. A Ferrari to every other pretender's Minardi. Since 1996 the

series has been slowly tweaked to racing simulation perfection. Fastidiously attached to realism, success in the past depended on meddling with aerodynamics and lots of pre-race practice. But as *The Hack* foresaw back in *OPM81*, the release of *Formula One*

mode, unlockable tracks, checkpoints and power-ups. Other enhancements include track direction indicators that tell you how sharp the next corners will be and an intriguing sounding "collect the track mascot" bonus round. Also, for the first time in the *F1* series, effort is being made to build the tracks into a more dynamic and interactive world.

So why the change? Well, for a while now the arcade mode of Sony's sim series



## "Enhanced two-player mode, checkpoints and power-ups"

Arcade will bring a radical change.

In the bravest break with series orthodoxy that *OPM* can remember, Sony has completely scrapped the heavy-duty sim aspect of *F1* to concentrate on arcade racing. Out go suspension worries, Murray Walker, breaking distance and tactical fuel stops. In come an enhanced two-player

has been considered a weak link. A kind of bolted-on-as-an-afterthought-to-the-main-game feature. So we were expecting this element to get a thorough overhaul. We just weren't expecting it to form the basis of the game in its own right! Of course the game will still feature licensed drivers, circuits and cars but die-hard fans of the series may still

be annoyed by the fact that, say, sliding off the track won't be as calamitous as was previously the case.

However, Studio 33 has an outstanding pedigree in the racing game and if it can imbue the new features with the same graphical excellence at speed as its forebears and a comprehensive two-player mode, we're sure that *F1* is going to be lapping the opposition again.

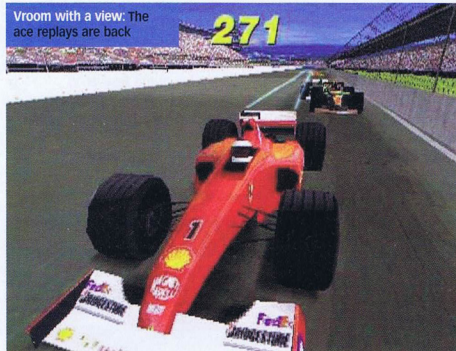
*OPM* will be going into the pits with *Formula One Arcade* next month. ☺



Taking over: F1 Arcade lets you race tyre-to-tyre



Vroom with a view: The ace replays are back



Lapping 'em up: Time pressures push you along



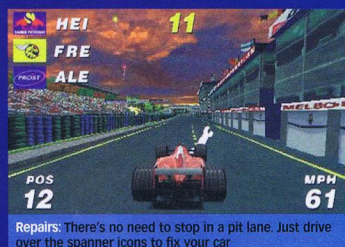
## MAGIC FORMULA

FORGET DRIVING TACTICS, THIS IS POWER-UP CENTRAL...

*Formula One Arcade* uses a wide variety of pick-ups to keep budding Eddie Irvines on their toes. You can expect auto drive, turbo boost, super traction, checkpoints, tyre repair and invulnerability. Here is a selection of our favourite features.



Steer assist: Taking on the opposition wheel-to-wheel is that much easier with steer assist on



Checkpoints: Racing through checkpoints helps you to get to know the tracks. But what will the purists think?



Giving orders: Like the OPM taunt board, *Formula One Arcade* lets you sneer Schumacher-style at other drivers





# LOADING... You Saw It Here First



New edition: Most of you want a player edit facility included in PES



No pro Konami: Pro Evo 1 got a red card. Let's hope we get a proper sequel

## PRO BALL

WHEN WINTER 2002 WHO KONAMI WHERE WWW.KONAMI.COM

**GO PRO!** The mighty *ISS/Pro Evolution* series gets another sequel



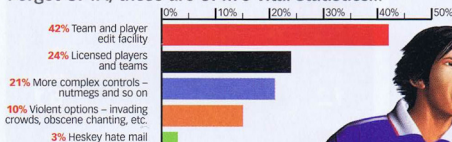
After the relative disappointment of *Pro Evolution Soccer* it's come as a mighty relief to everyone here at *OPM* to hear that Konami will be bringing a "proper" update to these shores.

The imaginatively-titled *Pro Evolution Soccer 2* is expected to hit the UK just before Christmas, and to

make sure that we get what we want this time we've passed all your *Pro Evolution* suggestions on to Konami. Among your many excellent ideas are Tony Eastham's insistence on a team editor that will allow him to get the Goater-Huckerby "dream team" playing for Lazio and Nigel Baker's request for the inclusion of more intricate skills such as nutmegs. ☺

### FOOTIE FACTS

Forget OPTA, these are *OPM*'s vital statistics...



## OPM FULFILS A FANTASY



Cut it out: This is an exclusive shot of one of *FFIV*'s new cut scenes!



Step back in time: As with *FFIV*, *FFV* and *V* (shown here) are real old skool

WHEN MAY WHO SONY WHERE WWW.SCEE.COM

**HURRAH!** You lot get *FFIV* and *FFV* released!



We've always had faith in the power of the PlayStation here at *OPM*. But what continues to shock us is the incredible power that you lot, our faithful readers, still have over the games industry.

What are we on about? Well, due to the incredible response to our campaign to get *Final Fantasy Chronicles* released in the UK, Sony has relented. And now both *Final Fantasy IV* and *FFV* will be hitting our shelves in May. All we need now is forgotten Square classic *Chrono Trigger* to be given the green light and our mission will be complete. So thank you readers, and prepare yourself for two huge (and exclusive) *FF* reviews in way of reward next issue. ☺

### INFO CANNON

#### LONDON CALLING

Koch has put back its latest *Racer* title in an effort to tie up a deal with that dozen of dance radio stations KISS FM. You can now expect the sonically enhanced *London Racer 2* to hit the streets sometime in late May. (Add your own joke about garage music here.)



#### HOOPS-A-DAISY

Jim "Muppet" Henson's latest cute creations Iwer, Tula and Groove (aka The Hoobs) are to star in their own PS1 game. The game will be loosely based on the Channel 4 TV show, taking the furry news hounds through madcap adventures. Expect a summer release.



## WHAT WOULD YOU do?

You're going for quick times aiming to be numero uno in the special agent shooting stakes. Balls! Five guys appear around this forklift truck. You could easily nip back and forth picking them off but time is of the essence so they need to be dealt with in one gun-blasting, magazine-emptying, in-yer-face stand off. Do you:

#### SCENE 10 Time Crisis



**A** Face 'em off and empty the magazine, capping one ass after the other? ... TURN TO PAGE 10X

**B** Having noted the box on the forklift, fancy it might be something volatile and decide to shoot and see? ... TURN TO PAGE 10X

## FESTIVAL FEVER

WHEN 4-6 MAY WHO SONY WHERE WWW.2CTHEOFFICIALPLAYSTATIONEVENT.COM

**FESTIVAL!** Win tickets to the PlayStation event. It'll be huge...



This summer the PlayStation is getting its very own festival. The event, entitled

2Converge, takes place in Gunnersbury Park, London, from 4-6 May. Spread across some 50 acres of West London and featuring live music from the likes of Dreadzone and the Dub Pistols, a dance tent, and a huge skate park designed by Ged Wells from skate crew Insane, 2Converge is the very definition of hipness.

In addition, there'll be a huge games arena stacked full of PlayStation pleasures and a cinema screening the likes of *The Crying Game* and *Sexy Beast*. Tickets cost £18 a day and are available on 0115 935 8757. However, we've got five pairs of tickets to give away. To enter simply answer the question below and call 09013 882278 between 19/04/02 and 25/04/02. Please note that under 18s must be accompanied by an adult at the festival. ☺

**Q. What is the name of Konami's cult Japanese party game - first reviewed in *OPM*58?**

1. Cheeky Chappy 2. Wishy Washy 3. Bishi Bishi

Calls cost 25p (less than the price of a stamp). Please check with the bill payer before calling



Band Aid: Top beat combos like the Dub Pistols are coming to the aid of PlayStation

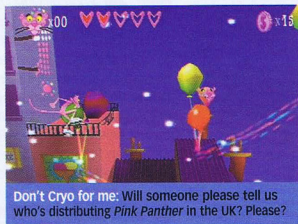


# THE HACK

**GOSSIP!** Every month The Hack WD40s his way up the greasy pole of games industry clout and describes the view exclusively to you...



The Hack fearlessly stalks the corridors of PlayStation power. As a matter of course he tricks those in the know to blab like a gassed Ruby Wax. Except this month, he's stumped. Editor Richard Keith's asked him to find out who or what is behind the surprise appearance of *Pink Panther: Pinkadelic Pursuit* on OPM84's coverdisc. The game's originally from Cryo, the French publisher that pulled out of the UK last year after less success than Lauren Blanc. But a quick phone call to Acclaim, Cryo's usual Brit distributor, turns up less than nothing. In fact, they've never heard of it.



Don't Cryo for me: Will someone please tell us who's distributing *Pink Panther* in the UK? Please?

of shaking out some new snouts.

"Could it be a version of the American PC game *Pink Panther: Passport To Peril* which appeared last year. You know the one that made you answer questions on the world's different cultures to help promote world peace?" Yurgh! As if something so sick could turn up on a Sony machine. "What about an update of the old Sega title, *Pink Panther Goes To Hollywood*?" Well, that's a nice idea. As The Hack remembers it, the camp panther was given a fly swatter to fend off an army of attacking fishes. And there was a big food fight in the middle of it too. But sadly, Cryo doesn't

## "The Hack decides to shake up some execs, in the hope of shaking out some new snouts"

So The Hack, with only his trusty Cato-alike Gnarlis for company, slips into Sony headquarters under the cover of night and a very big coat. But the console kings themselves are off the pace, they're sending out representations to... Ubi Soft! So The Hack decides to shake up some execs, in the hope

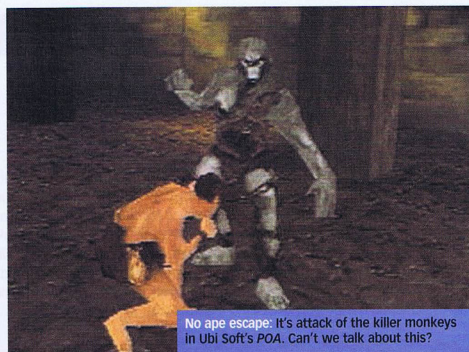
have the power to make that happen.

Under pressure to file, and feeling more like Sgt Bilko than Inspector Morse, The Hack heads for France desperate for info. "Dites-moi ce que vous savez de la panthère rose garlic breath?" The Hack rudely asks a plain looking Parisian. A fatal flaw! For the haggard Frenchman is no ordinary man – it is an undercover gendarme! An unsightly scuffle ensues. It ends with your esteemed Hack shouting "is that all you got?" as a fleet of tanks and a dropship make their way down the Champs Elysee towards him. Perhaps The Hack's gone one step too far this time...

Using his last pocket of Euros to call OPM, your correspondent sadly resigns from the case of the Pink Panther and instead heads for the hills... Signing out for one last time. This is your, foreign legion-loving, Hack saying "au revoir".



Out of breath: The Hack's been panting for *Pink Panther* info. But can't get anywhere



No ape escape: It's attack of the killer monkeys in Ubi Soft's *POA*. Can't we talk about this?

## APE ESCAPE

WHEN JUNE 2002 WHO UBI SOFT WHERE WWW.UBISOFT.CO.UK

**SWINGING!** Ubi Soft's simian adventure swings into action



More news on Visiware's long-awaited *Planet Of The Apes* game has emerged this month. Coming over a little like a sci-fi *Tomb Raider*, *POA* uses episodes from the plot of the classic Charlton Heston movie as jumping off points into some solid action adventuring.

As well as utilising staples of the genre such as two-button

combat and sneaking past sleeping guards stealth, *POA* adds a few neat twists and comedy moments on the usual movie licence formula. Most notably the RPG-ish conceit whereby a group of characters (Dr Zaius, Zira and Cornelius) are called to your aid at various points through the adventure.

*POA* is shaping up to be a very well-crafted adventure. Expect a full preview next month.



Howzat! Empire's cricket classic, *International Cricket Captain*, returns at last.



Renewed zeal: Like Nasser, we managed to thrashed the Kiwis

## BOWLED OVER

WHEN JUNE 2002 WHO EMPIRE WHERE WWW.EMPIREINTERACTIVE.COM

**WICKED!** We're stumped for cricket puns. Can you bail us out?



Empire is releasing another *International Cricket Captain* game. *ICC 2002* retains the Wisden-authorised stats that are the series' bedrock but supplements it with improved graphics and a more user-friendly interface. All the

domestic and international competitions are included in their full glory and the game looks as, er, sumptuous as last year's model.

We're not expecting *ICC 2002* to play so differently from its predecessors but we'll bring you a full preview next month.





# FIGHT NIGHT

WHEN 2003 WHO CRYSTAL SKY FILMS WHERE WWW.TEKKENZAIATSU.COM

**3D ACTION!** Tekken fights it out with the hot shots in Hollywood



Namco's beat 'em up sensation Tekken is heading for the big screen. No script details have emerged yet, but it cost producer Stephen Paul a whopping \$60 million dollars just to pick up the rights, so it had better be good!

While OPM can only pray that Tekken doesn't fall down the same pit that swallowed Final Fantasy and Tomb Raider, we thought we'd ask you what Tekken could do to avoid taking a pummeling in Hollywood...

So send us your thoughts which actors you want, plot, characters... @

## Tekken: The Movie Must Have...

Name

Address

Telephone

E-mail

Tekken: The Movie should feature...

# INFO CANNON

PRECISION TIME

Italian developer Treccion is finally wrapping up production on its long-awaited footie opus Zidane Footballing Generation. The coders behind Chris Kamara Soccer are promising us a football game unlike any other... First shots next issue.



BLACK & WHITE RESURRECTED

News on the fate of the much delayed strategy classic Black & White reached OPM as we were about to go to press. It seems that after several long months stuck in development hell Midas will be getting Molyneux's masterpiece onto the shelves for a September release. Thank God for that! We'll bring you the full story in detail next month.

# ANY SPORTING QUESTIONS?

WHEN MAY 2002 WHO THQ WHERE WWW.THQ.CO.UK

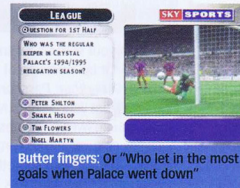
**IT'S BACK!** Sky Sports Football Quiz is returning. Mmm Kirsty Gallacher...



A sequel to the well-received Sky Sports Football Quiz (7/10 OPM79) has been announced for the PlayStation.

Part of the glut of games looking to cash-in on the inevitable World Cup hype, it'll be interesting to see if Sky Sports 2 can succeed as a sequel where Who Wants To Be A Millionaire 2nd Edition failed.

Footie fans will doubtless be



delighted to know that Sky Sports Football Quiz 2 retains many of the features of the popular original including Dream Team (win cash to assemble your dream team), League Championship, Penalty Shootout and multiplayer modes. There's also a veritable encyclopedia of new football related questions to finish the package off.

OPM will have the full review of this surprise release next issue. @

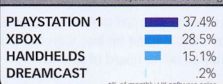
Official UK PlayStation Magazine

# TOP 10 GAME CHART

OPM's Top 10 Game Chart is compiled in association with

GAME

CONSOLE WARS\*



**GAME**

# £5 OFF

**VOUCHER**

WHEN YOU SPEND £30 OR MORE ON ANY ONE PRODUCT IN A GAME STORE

- Subject to the terms and conditions listed below:
1. Valid against any one product costing £30 or more.
  2. This voucher is not exchangeable for cash and is non-recoverable.
  3. This voucher cannot be used in conjunction with any other offer or against 'sale' items.
  4. This voucher is valid from 19 April to 16 May, 2002.



50344 10100758



**1 MONSTERS, INC. SCARE ISLAND**  
Sony  
LAST MONTH: 1 OPM80 8/10



**2 RAYMAN RUSH**  
Ubisoft  
NEW ENTRY OPM84 6/10



**3 HARRY POTTER AND THE PHILOSOPHER'S STONE**  
EA  
LAST MONTH: 2 OPM79 7/10



**4 FIFA FOOTBALL 2002**  
EA  
LAST MONTH: 3 OPM78 8/10



**5 SCOOBY DOO AND THE CYBER CHASE**  
THQ  
LAST MONTH: 5 OPM79 5/10



**6 THE SIMPSONS WRESTLING**  
FOX  
LAST MONTH: 6 OPM70 6/10



**7 TONY HAWK'S PRO SKATER 3**  
Activision  
LAST MONTH: 7 OPM79 8/10



**8 DANCING STAGE EUROMIX**  
Konami  
RE ENTRY OPM66 5/10



**9 PRO EVOLUTION SOCCER**  
Konami  
LAST MONTH: 4 OPM83 10/10



**10 LMA MANAGER 2002**  
Codemasters  
RE ENTRY OPM77 9/10



# IT SHOULD BE A GAME

FANCY YOURSELF AS A SWANKY GAMES DESIGNER, EH? WRITE IN WITH YOUR VERY OWN IDEA AND PROVE IT!

ATTACK OF THE MUTANT LEAVES BY SAM J CLEARY, BRADFORD

## THE CONCEPT

Somewhere in the near future a loopy but well-meaning inventor called Fred attempts to grow a super-leaf that will be able to resist industrial pollution. Unfortunately, after a spell of heavy partying Fred pukes all over his test tubes and the leaves sprout arms, legs and teeth, grow to four feet tall and go on the rampage. Arming yourself with a top-of-the-range SX-500 Leaf Blower, you are tasked with halting this unruly foliage before it destroys the world.

## THE PITCH

The survival horror genre branches out with this all-action

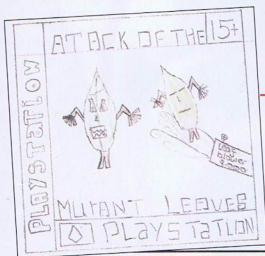
adventure that's more *Ferocious Forest* than *Enchanted Wood*. AOTML pits you against a fearsome array of ill-tempered greenery that becomes progressively more vicious as you plough through the game. With a selection of pick-ups and weapons such as secateurs, pitch forks and strimmers, gung-ho gamers will find this one hard to resist.

## THE VERDICT

From *Frankenstein* to *Resident Evil*, the classic science-gone-bad plot is always a winner and *Attack Of The Mutant Leaves* rustles up a tantalising blend of fast-paced combat, menacing baddies and lush environments. Would we have a bestseller on our hands? The answer, my friend, is blowing in the wind.

## FROM THIS... TO THIS!

Want to see your game ideas brought to life? Send them to the address on page 4 and you could win a copy of OPM's version of your design!



## THE REEL THING

# SHOWTIME

WHEN 1-3 SEPTEMBER 2002 WHO CMP EUROPE WHERE WWW.ECTS.CO.UK

SHOW ON! Expo-a-go-go! Europe's premier games show opens for all



Digital monkeys: There's going



Ever wanted to play games months before they got to the shelves, schmooze with the rich and famous and publicly harangue the people responsible for the *Army Men* series? Well, now you can – because this year ECTS, the European game show, is

opening to the public. Hurrah!

The event, held at the ExCel exhibition hall, Docklands, London during the first three days of September, showcases all the new games on every format that are scheduled to hit the shelves at Christmas 2002 and beyond. Cool huh? Ticket prices are still to be confirmed but you can register for more info at [www.ects.co.uk](http://www.ects.co.uk). More news soon. @

## INFO CANNON



### ROBOTS GET DELAYED

The release of 300's cartoon robot licence game, *Cubic: Robots For Everyone: Race 'N' Robots* has been put back to September. Apparently the 4 Kids Entertainment execs were worried about the effect of the scathing 1/10 review – which OPM dished out in OPMES – would have on sales of the game. Rightly so we say, it's an absolute stinker.

# HE SHOOTS, HE SCORES!

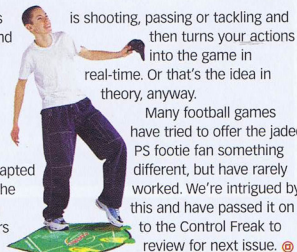
WHEN MAY WHO THRUSTMASTER WHERE WWW.THRUSTMASTER.CO.UK

FOOTLOOSE! Ace add-on! This summer play-a-long with Beckham and Co



The World Cup is nearly upon us, and to celebrate Thrustmaster is releasing a new PlayStation add-on designed to take gamers closer to the action than our TV screens allow.

Essentially a dancemat adapted for use with football games, The 2002 FIFA World Cup Football Stadium uses infra-red sensors to detect whether your body



is shooting, passing or tackling and then turns your actions into the game in real-time. Or that's the idea in theory, anyway.

Many football games have tried to offer the jaded PS footie fan something different, but have rarely worked. We're intrigued by this and have passed it on to the Control Freak to review for next issue. @





# FEATURE

## Sven-Göran Eriksson's World Cup Manager



**Kick Off:** *World Cup Challenge* sees the return of 16-bit gameplay. Football's coming home indeed

## SVEN'S WORLD CUP CHALLENGE

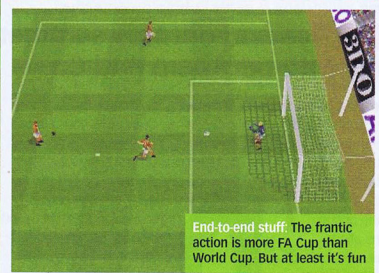
If kick-and-rush is more your style, you might be a contender for *Sven-Göran Eriksson's World Cup Challenge*...



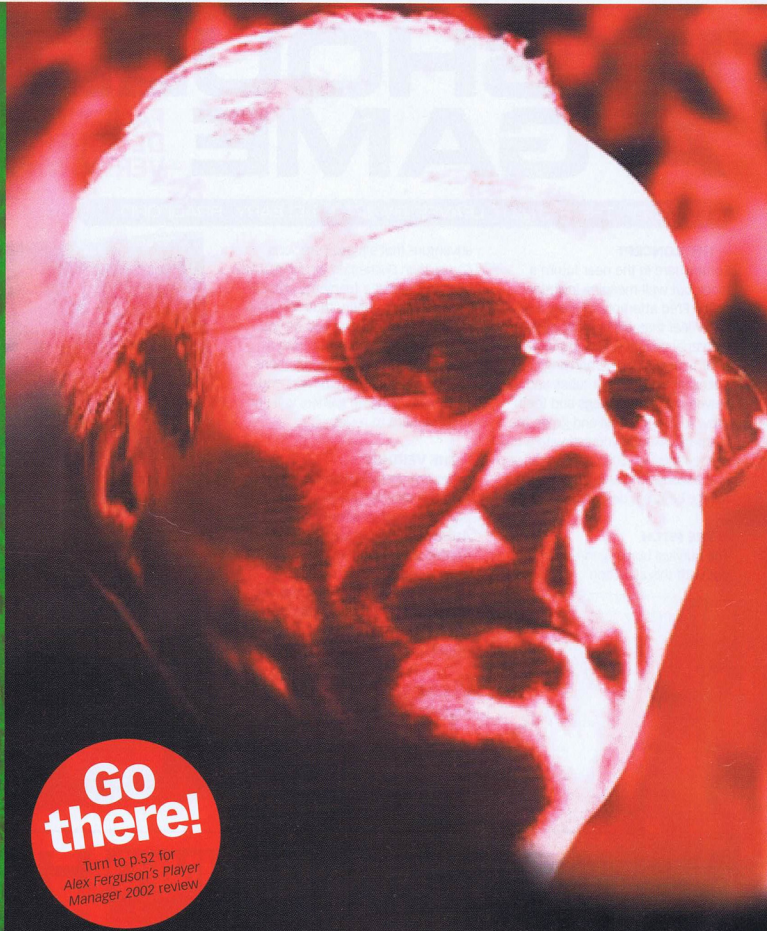
As well as the strategy-fest of *World Cup Manager*, Sven's also endorsing an arcade football title. *World Cup Challenge* is a 3D *Kick Off*-alike, which pushes fast and furious gameplay very much to the fore at the expense of realism.

Yes, the controls are very simple and the action's not realistic at all, but the gameplay is wonderfully frantic. Unlike, say *ISS* where it's possible to pick your passes, *Challenge* has a claustrophobic atmosphere. Often you have to play the ball blind and you always have to play it quickly, as opponents pressure you ruthlessly. Hence, kick and rush football prevails. And while this may mean the action is not pretty, it definitely makes for a compulsive arcade game experience.

With all the World Cup teams present and correct, as well as the option to play through classic games from tournaments past (England vs Cameroon in 1990 anyone?) *World Cup Challenge* is shaping up to be a fun, if limited, title. Review next issue.



**End-to-end stuff:** The frantic action is more FA Cup than World Cup. But at least it's fun



**Go there!**

Turn to p.52 for Alex Ferguson's *Player Manager 2002* review

## MANAGEMENT POTENTIAL

Footie management games have a chequered history on PlayStation. How has Anco avoided the traditional pitfalls of the genre?

### PLAYER MANAGER/ALEX FERGUSON SERIES

Publisher: **3DO/Ubi Soft**

Developer: **Anco**

Review scores: **AFPM 2002 OPM84**

**8/10, AFPM 2001 OPM66 7/10, PM**

**2000 OPM58 9/10, PM 98-99 OPM42**

**8/10, PM OPM14 2/10**

Anco got the football manager ball rolling on PS1 back in 1996. "It would have been the easiest thing in the world to simply give *Player Manager* a next-gen re-jig and stick the name Sven-Göran



Words: Scott Anthony  
Photography: Katherine Lane-Simms

Sven-Göran Eriksson has already revolutionised English football and now the canny Swede is aiming to change the way you think about football management games...

Official  
Exclusive!

# SWEET SVENSATION

## THE FACTS



RELEASE DATE **MAY**  
PUBLISHER **3DO**  
DEVELOPER **ANCO**  
MORE  
[WWW.ANCO.CO.UK](http://WWW.ANCO.CO.UK)



Since he arrived on these shores, Mr Eriksson has made something of a habit of turning the rulebook on its head. Who'd have predicted that a 31-year-old left back from Charlton would have been his first new cap? Or that it would take just a few months to turn Keegan's Euro 2000 chumps into Germany beaters? And with his next trick, the mighty Sven's lending his name to a footie management game with an innovative twist.

While most management games

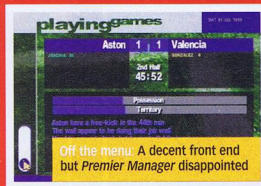
tend to get bogged down in the day-to-day drudgery of a long league season, *Sven-Göran Eriksson's World Cup Manager* aims to recreate the spontaneity of a one-off tournament. Admit it, you're intrigued. *Sven's World Cup Manager* throws you into the England hot seat with just a few friendlies to go before the start of the World Cup qualifiers. Immediately you're asked to pick out a rough squad of 60. As the game progresses you'll have to whittle your original selection down until on qualification for the World Cup you'll be left with your final 23.

The main emphasis then, is on building a successful squad. So forget about financial management, contractual wranglings and, indeed, everything else that can grind the genre down. Success in *World Cup Manager* is all about intuition, coaching and gut decisions.

**"World Cup Manager is all about intuition, coaching and gut decisions"**



Start Attack: Anco's fledgling Fergie is swamped in detail



Off the menu: A decent front end but Premier Manager disappointed

fun. We want to sell people entertainment, not make them feel that they're stuck in an office. You don't really need options to send your players to yoga classes or to find out if they have bowel problems." Infogrames' *Premier* series on the other hand was compromised by its lack of substance.

## LMA MANAGER SERIES

Publisher: **Codemasters**  
Developer: **Codemasters**  
Review scores: **LMA2002 OPM77**  
**9/10, LMA2001 OPM68 9/10, LMA OPM51 9/10**



Fantasy Football: The Codies' LMA series is top of the league

Eriksson on the box. But we wanted to do something different, something better." Like losing the hefty loading times and streamlining the gameplay.

**PREMIER MANAGER SERIES**  
Publisher: **Gremlin/Infogrames**

Developer: **Gremlin**  
Review scores: **PM2000 OPM57 6/10, PM99 OPM43 7/10, PM98 OPM33 7/10**

The thing with *Sven Manager*, explains Anco's Anil Gupta, is "that it had to be

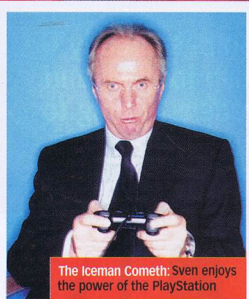
and they value our work also. But with *Sven Manager* we're aiming to produce a console game that will give (PC favourite) *Championship Manager* a run for its money. As good as *LMA* is, we still don't believe developers have given console gamers the respect they deserve."

"We respect the *LMA* team very much





# OPM MEETS... SVEN-GÖRAN ERIKSSON



The Ice man Cometh: Sven enjoys the power of the PlayStation



Watching brief: Using Manager's 3D engine to spot players is a must

**"Getting to the final would be a very good World Cup" Sven-Göran Eriksson**

Sven invited *OPM* round for a pre-World Cup chat. What does he think of *World Cup Manager*? And can England really win the World Cup? Read on to find out...



**OPM:** Football management games are incredibly popular at the moment. It seems everyone wants to run a

football club... is the job really as good as we imagine it?

**SGE:** At the moment I am at the centre of a wonderful fairytale – I knew the England job would be fascinating but after one year I understand that there can be nothing bigger or better in the world.

**OPM:** Do you think the game does it justice? Were you impressed when you played *World Cup Manager*?

**SGE:** I couldn't believe it when I first saw it. I sat in the office dealing with problems... It was very strange. The scouting system was very interesting. It allows you to be everywhere and to look for one specific type of player. Like left-sided players!

**OPM:** The game also allows you to change your team's tactics at the drop of the hat. But you're famous for sticking to one system – why is that?

**SGE:** 4-4-2 has many advantages.

It lets you play with more width and gives you the attacking advantage as well as stability in midfield. Playing with wing backs leaves you more vulnerable to the counter-attack so I have always favoured 4-4-2. It is easy to learn and as most players in Britain play the formation at club level it makes sense for me to stick with it.

**OPM:** There must be many aspects of football management that cannot be replicated in a game though...

**SGE:** The mental aspects, the ability to be strong when things are difficult.

**OPM:** That's very interesting because you're famous for your laid back motivational style.

**SGE:** Success depends on focus. Your

team needs to know only two simple things: what to do and when to do it. If your players can first understand and then more importantly accept what it is that you are asking them to do, you will be successful.

**Go there!**

Turn to p.48 for the FIFA World Cup 2002 review

**OPM:** People have praised the way in which you've managed to change the course of games. Is there any secret to, say, how you get your team to close a game down?

**SGE:** Yes, it's easy. You score more goals! Because closing a game down in international football is difficult. You're always competing against quality players – so you have to rely on



Fever pitch: Sven's a footie sim with passion. Unusual

## SVEN WHEN YOU'RE WINNING

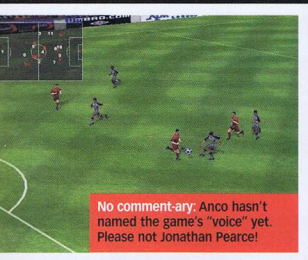
Your step-by-step guide to qualifying for the World Cup. Or *Sven-Göran Eriksson's World Cup Manager* made easy

**1 MANAGERS OFFICE**

**EVENTS DIARY**

DATE	TIME	OPPONENT	COMPETITION	W.C. GROUP
SAT 10 SEP 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
SUN 11 SEP 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
MON 12 SEP 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
TUE 13 SEP 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
WED 14 SEP 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
THU 15 SEP 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
FRI 16 SEP 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
SAT 17 SEP 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
SUN 18 SEP 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
MON 19 SEP 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
TUE 20 SEP 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
WED 21 SEP 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
THU 22 SEP 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
FRI 23 SEP 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
SAT 24 SEP 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
SUN 25 SEP 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
MON 26 SEP 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
TUE 27 SEP 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
WED 28 SEP 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
THU 29 SEP 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
FRI 30 SEP 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
SAT 1 OCT 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
SUN 2 OCT 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
MON 3 OCT 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
TUE 4 OCT 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
WED 5 OCT 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
THU 6 OCT 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
FRI 7 OCT 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
SAT 8 OCT 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
SUN 9 OCT 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
MON 10 OCT 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
TUE 11 OCT 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
WED 12 OCT 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
THU 13 OCT 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
FRI 14 OCT 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
SAT 15 OCT 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
SUN 16 OCT 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
MON 17 OCT 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
TUE 18 OCT 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
WED 19 OCT 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
THU 20 OCT 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
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TUE 25 OCT 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
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SUN 30 OCT 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
MON 31 OCT 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
TUE 1 NOV 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
WED 2 NOV 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
THU 3 NOV 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
FRI 4 NOV 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
SAT 5 NOV 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
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SAT 12 NOV 2000	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
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TUE 31 JAN 2001	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
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FRI 17 FEB 2001	19.45	FRANCE	WORLD CUP	W.C. GROUP 1
SAT 18 FEB 2001	19.45	FRANCE	WORLD CUP	W.C





No comment-ary: Anco hasn't named the game's 'voice' yet. Please not Jonathan Pearce!



OPM better than sex? Sven lies back and thinks of England

your instinct. If my goalkeeper is having to make save after save after save then yes, maybe I will bring an extra defender on. But if the pattern of the game is steady, I prefer to keep the same team and go for the winning goal rather than risk upsetting the balance of the team.

**OPM:** So what is the biggest difficulty you face as an international manager?

**SGE:** The most difficult thing is keeping the fitness of the players up. The players will come to me tired. Very tired. If we train too much, it will kill them. So we have to lay off and just try and keep their fitness levels topped up. But it's very hard. Players naturally peak for the end of the season in May and trying to extend

their form through the summer will be difficult. This is the most serious problem I have to address.

At the moment we take videos of matches and training sessions, which helps us track the work rate of players and so on. But to be honest it's something I have to learn more of.

**OPM:** If you could have any non-English player in the team – aside from Ryan Giggs – for the World Cup, who would you pick?

**SGE:** Perhaps Alessandro Nesta, because he is a very high quality player, a leader on the pitch and an example off it.

**OPM:** Finally, what do you think would be a good World Cup for England?

**SGE:** That's very difficult to say. It's possible to play good football against France (the team England are most likely to play if they finish as runners up in the group stage) and lose 2-1, 3-1 in the last minute of extra time... Getting to the final would be a very good World Cup.

*World Cup Manager and World Cup Challenge will be reviewed next issue.*



That's rich: Sven denounces quick cash-ins. (Hang on...)

## THINKING IT OVER

There are more surprises in *Sven-Göran Eriksson's World Cup Manager* than you might expect...



**Sven Göran Eriksson's World Cup Manager** not only brings to life the planet's finest football tournament but also several of the soccer world's strangest features. So while most management sims can only feature something if they

can make a statistic out of it (and we all know seven out of every three developers don't know how to use stats properly) *Sven's Manager* features many random elements. Thus you might find some of the quirks that have blighted the real England side over the past few years turning up in the game proper...



JB Sports: Just average for England

### JUST JOHN BARNES-Y

*Sven's Manager* features players who are amazing at club level but who don't do it on the international stage. Equally there are players who are less than outstanding in the Premiership but who'll blossom in the national side.

### SOL MEN

Sometimes playing some of your charges out of position will yield bizarrely positive results. Remember Sol Campbell started off at Tottenham as a striker. And that Phil Neville started off as a def... No, that doesn't work.



Cam-pell kick it? Now he can...



Bottling out: Like a Southgate penalty

### MOMENTS OF MADNESS

Beckham at France '98 – need we say more? Anco has made a real effort to replicate the mental aspect of international competition. Some players will stay strong under pressure, others will blaze their penalties over the bar.

### MEDIA UNFRIENDLY

Every England football manager gets castigated in the press at some point but some (Venables, Robson) handle it rather better than others (Keegan, Taylor). *Sven's Manager* forces you to stay strong.



Do I not like that? No, we don't



**Formations:** The tactics designer poses the age old question – do you create a system for your players to stick to or find a formation that works to your best players' strengths?

**W.C.Q. GROUP 9 FIXTURES**

Date	Home	Away	Score
2/9/2000	FINLAND	2-1	ALBANIA
2/9/2000	GERMANY	2-0	GREECE
7/9/2000	ENGLAND	1-1	FINLAND
7/9/2000	GREECE	1-0	FINLAND
11/10/2000	FINLAND	1-3	ENGLAND
11/10/2000	ALBANIA	2-0	GREECE
24/10/2001	ENGLAND	1-1	FINLAND
24/10/2001	GERMANY	2-1	ALBANIA
24/10/2001	ALBANIA	0-0	ENGLAND
24/10/2001	GREECE	0-0	GERMANY
24/10/2001	FINLAND	0-0	ALBANIA
24/10/2001	GERMANY	0-0	ENGLAND
24/10/2001	FINLAND	0-0	ENGLAND
24/10/2001	GERMANY	0-0	ENGLAND
24/10/2001	FINLAND	0-0	ENGLAND
24/10/2001	GERMANY	0-0	ENGLAND
24/10/2001	FINLAND	0-0	ENGLAND

**Be prepared:** Unless you want to play your opponents blind you'll have to get scouting. Easy in qualifiers, when you have the fixtures in advance, but tricky in the World Cup

**ENGLAND 5 - 1 GERMANY**

Player	HEAD TO HEAD				Overall
	Defence	Midfield	Attack	Goalkeeping	
1. P. GERRARD	5	5	5	5	5
2. J. JOHNSON	5	5	5	5	5
3. W. BRIDGE	5	5	5	5	5
4. A. TERRY	5	5	5	5	5
5. M. CARRICK	5	5	5	5	5
6. M. DUFF	5	5	5	5	5
7. M. JENSEN	5	5	5	5	5
8. M. JENSEN	5	5	5	5	5
9. M. JENSEN	5	5	5	5	5
10. M. JENSEN	5	5	5	5	5
11. M. JENSEN	5	5	5	5	5
12. M. JENSEN	5	5	5	5	5
13. M. JENSEN	5	5	5	5	5
14. M. JENSEN	5	5	5	5	5
15. M. JENSEN	5	5	5	5	5
16. M. JENSEN	5	5	5	5	5
17. M. JENSEN	5	5	5	5	5
18. M. JENSEN	5	5	5	5	5
19. M. JENSEN	5	5	5	5	5
20. M. JENSEN	5	5	5	5	5

**Aftermatch stats:** Go here to see where it all went right (or wrong). However, only by watching the matches will you really discover who the weakest link is





# INCOMING!

## Digimon Rumble Arena

cute/violent/super/smash/bros

RELEASE DATE: JUNE

PUBLISHER: INFOGRAMES

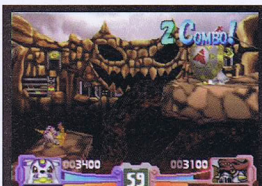
DEVELOPER: HUDSON

MORE: [WWW.FOXKIDS.COM/TVSHOWS/DIGIMON](http://WWW.FOXKIDS.COM/TVSHOWS/DIGIMON)

# Digimon Rumble Arena

## LONG LENS

The computer-controlled camera is one of the cleverer aspects of *Rumble Arena*. Despite all the jumping around and fast action, it manages to keep both players on screen at once by automatically zooming in and out.



**Keep focussed:** The zoom feature ensures players are always visible

## They may be cute and cuddly but they're wicked in a fist fight

## CATCH 'EM ALL!

Like any good beat 'em up worth its salt, you start with only a handful of characters and must unlock the rest by completing the game a number of times. And, once you've beaten the game with a 'Mon, you can play as its evolved state in the two-player match.

## MEGA BLAST

Once you've transformed into mega mode, you have at your disposal a Special Finish move by tapping . You'll instantly devolve but it's very useful for getting you out of a sticky spot.



**Finish them off:** This special move will show them who's boss



When we're not singing the praises of Sony's grey box of goodness, we occasionally like to dip into foreign gaming

waters, just for research purposes. Don't tell the boss, but we're talking the N-word here. And what rival game could tempt us away from PlayStation? A little old beat 'em up called *Super Smash Brothers*, that's what.

How wonderful it'd be, we'd think as we dealt some much-deserved drubbing to Mario's head, if somebody did a similarly manic, character-driven beat 'em up on PlayStation. Enter the Digimon.

Better animated than Pokémon, and just that little bit cooler, these cartoon critters have already had a couple of cracks at the PS1 whip. But *Rumble Arena* looks set to be the best yet.

## THE ICING ON THE CAKE

Taking its inspiration from the likes of *Tekken*, *Bloody Roar* and – yes – *Super Smash Brothers*, *Digimon Rumble Arena* blends these game styles together and tops it off with a cute, sugary coating.

The plot is non-existent – it's simply a case of picking from one of nine Digimon (many more can be unlocked) and battling a computer or human opponent

across a series of very clever levels.

Instead of static backgrounds, each stage is interactive. One is like a huge waste disposal machine in which, as well as attacking your opponent, you must avoid getting tipped into the abyss. But our favourite so far is the square-shaped Revolution stage, which twists every few seconds so that the floor suddenly becomes the ceiling.

That's the *Smash Brothers* influence taken care of, so what about the *Tekken* and *Bloody Roar* bits? *Rumble Arena* plays just like Namco's classic in that you have an energy bar, a time limit and three goes at trouncing your combatant.



## FIRE AND ICE

Depending on your Digimon's status (fire, water or earth) some levels will be easier than others. In this snow-filled world, unless you're a fire-type, you'll slip and slide all over the shop.



## LET'S TWIST AGAIN

Our favourite level so far is Revolution, because of its literal twist in the tale. One minute you're on a flat surface, the next you're plummeting earthwards after a sickening 90° spin.



Clever twist: The Revolution stage puts a spin on things

## MINI-GAME MADNESS



For a bit of light relief halfway through the game, you get the chance to play a mini-game. We've found two so far: one's a mad button-basher, while the other's a test of your targeting skills. They're a little short and we're not sure if their outcome affects the rest of the game, but they're fun and an enjoyable interlude from all the fighting.

But just above the energy bar is the Digivolve Gauge. When you've dealt a certain amount of damage, you can hit **△** and turn your Rookie Digimon into its all-powerful Mega Level state.

For this preview, we only had a chance to run through the game with a couple of Digimon but we were

pleasantly surprised by what we saw, especially in the graphics department – which are some of the tastiest we've ever seen. And the gameplay looks like matching the impressive visuals. And if it can cure us of our *Smash Brothers* addiction, so much the better.

● Rick Moulton

## ADVANCE WARNING!

### + POINTS

- Clever levels
- Great graphics
- Action packed

### - POINTS

- Might grow samey
- Not for Digi-haters
- Annoying sound

**OFFICIAL PREDICTION**  
This could become a quirky beat 'em up classic

## Digi-volution

For a short burst of Mega Level power, attack well and keep an eye on your Digivolve meter



Face-off: Each round starts with the 'Mon at their rookie level



Stand by: Attacking builds up your Digivolve meter



Transform: Hit **△** when the meter is full to activate Mega Level



Attack: Mega attacks are more powerful but you're a slow mover



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## ULTIMATE 'MON

These Ultimate Digimon are pretty tricky to get into play, particularly if you're using three or more colours – they have an irritating habit of cropping up just when you don't need them, but when they do kick off, it's pretty much game over for your opponent.



**Etemon:** This cheeky monkey has shades, for no good reason at all

## FUSION SHOP

This feature enables you to fuse cards without scissors, glue, and tears before bedtime. Fuse any two to create a third – often something you won't have seen before. You can also fuse some cards with your Partner Digimon.



## HAWKMON

Hawkmon is the partner card in the most balanced starting deck, and when you defeat the first Battle Arena (after the Beginner's one), you get a Digi-Egg which you can use in battle to make him tougher.



**Skrarrk:** Who's the daddy? This big metal eagle thing is

## HIT THE DECK

When you first start playing, you have to choose between the balanced Nature/Rare deck of feathery Hawkmon, the aggressive Fire/Dark deck of Veemon, or the chilly, defensive Ice/Rare deck of Armadillomon. Choose carefully, taking into account your own playing preferences.



as you trample opponents with ruthless strategic efficiency. You can even create multiple decks, and the tactical opportunities for card combos and general fine-tuning are enormous. The whole game system is set within an extraordinarily gossamer-thin world, basically consisting of five towns which

pose a progressively greater challenge as you beat the Battle Arena in one and get the passcode to move to the next. The meat of the game, however, is in finding and collecting every Digimon in the game, and creating that ultimate deck. This is a serious challenge that serious gamers should be able to sink their teeth into.

Tom Mayo

## ADVANCE WARNING!

### + POINTS

- Colourful and sleek
- Oddly addictive
- Weeks of gameplay

### - POINTS

- Distractingly 'kiddy'
- Rather limited
- Too short

**OFFICIAL PREDICTION**  
This slick effort may well seduce non-believers

## Moving up the ranks

Evolve or die, that's the key. As long as you go from R to C to U, and they're all the same colour, you should be fine







# INCOMING!

## Metal Slug X

pig-eating/zombie-turning/Nazi-slaying/nuttiness

RELEASE DATE: MAY

PUBLISHER: VIRGIN

DEVELOPER: SNK

MORE:  
WWW.VIRGININTERACTIVE.CO.UK

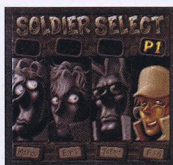
# Metal Slug X



## A shallow coin-op port? No! A barrelful of laughs and an ocean deep of ideas

### TAKE YOUR PICK

There's a choice of four characters to pick from, which isn't many. And your choice is basically a preference of appearance as all the characters seem to act the same. The four up for grabs are: Marco, Eri, Tarma and Fio.



### WHO'S THE BADDY NOW?

As with all the *Metal Slug* games you're thwarting a world domination bid by a Nazi-style party. Take out all the underlings and you get to have a go at the comical Hitler-alike who leads them. But it doesn't end there. There's a great twist involving an alien invasion that we won't spoil.



Alien encounter: One of many weird moments in *Metal Slug X*



Egghead film writers often moan about big-budget, big-explosion flicks, claiming that special effects are killing movies. And while you might like to say, "But look at the freakin' explosions", we've all been had by no-brainers like *Collateral Damage* or *Pearl Harbour*.

And so it is with games. In pushing back the graphical barriers many developers have forgotten to give us a similar leap in gameplay. There are exceptions, of course, but many games rely on the gameplay of old with a bit of spit and polish on the pixels.

*Metal Slug X* takes a whole new approach. What we've got here is old-looking graphics alongside old-looking side-scrolling arcade gameplay. But all is not what it seems. The graphics are cartoon-style but the animations are spot-on and the gameplay has more ideas per square inch than an inventors' convention. Obviously *Metal Slug's* coin-op background shines through here, but having it on console gives you more time to appreciate what's going on.

The main story mode involves you choosing one of four characters and then taking them through five levels of incessant and ingenious carnage with as

### LIVE FOREVER

This is very much a coin-op port so the principle of multiple lives (and a second player being able to drop in, or out, at any time) is in force. This means that whenever your three lives are lost you can put more cash in, well, press anyway. While you'll never have to start over it does limit the longevity of the game.



Game over? Just press to continue - it doesn't cost a penny

### HIPPY HIPPI SHAKE

To get better weapons you need to find a skinny ass hippy. These are prisoners tied up by the bad guys. As you cut 'em loose they'll show their gratitude by giving you a weapon power-up.



many lives ("Press Start Player One") as you damn well please. This being a virtual arcade, you can play with a mate an' all, making the action even more frantic, if shorter lived.

Finishing the six levels of story mode opens up 20-odd single life challenges and a Combat School, where you take on missions with limited time and lives to become a fully fledged soldier.

### WAR CAN BE FUN

The fun is not so much in the endless bloodbath but the invention that turns the familiar into the fun. So, to get power-ups for your weapons (see is That



## IS THAT A LIZARD?

One of the great things about *Metal Slug X* is the way it takes the old arcade staple of power-up weapons and has a laugh with it. So your simple cap gun becomes a machine gun, then a fire gun, then a laser gun and after that it starts firing lizards that leap out the end and



run up to your foe and splatter them. It's all great fun.

## TOYS FOR BOYS

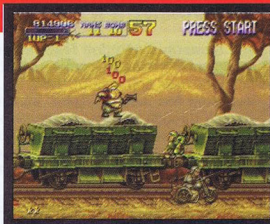
Here's where *Metal Slug X* starts to get really fun. There are two kinds of vehicle that the Nazi scumbags will attack you with: those you must destroy entirely and the good kind. These are the ones you can get into and set back on the enemy. Tanks, planes, choppers and camels all get the



treatment, giving you much needed firepower, usually at just the right time.

## FAT MAMA

One thing guaranteed to get you chuckling is the way that you interact with the environment. So, for instance, on level three there are loads of chickens about. If they get caught in flames they become roast chickens, which you can eat, making you fat (see right). And the mummies in level two are always trying to turn you into one of them. Crazy, but great.



A Lizard?) you have to free prisoners. There are shape changing zombies, wall-crawling sewer-dwelling things, Nazis and aliens. To give the death count a boost you can commandeer enemy tanks and planes, choppers, robot suits and, memorably, armoured camels. Tucked up in these boys you can cut

through troops and bosses and splatter the Mr T-style hard man who gets swallowed by a killer whale when you slay him. As you should have realised by now, *Metal Slug X*'s silliness rating is right up there. Don't miss the exclusive review in next month's OPM.

● Richard Keith

## Jump Around

To finish *Metal Slug X* you have to defeat six big bosses and deal with a lot more in between



## ADVANCE WARNING!

### + POINTS

- All-action
- It's hilarious
- Loads of bonus stuff

### - POINTS

- Main mode is too short
- A tad repetitive
- Old skool graphics

### OFFICIAL PREDICTION

A fantastic slice of arcade action - we can't wait



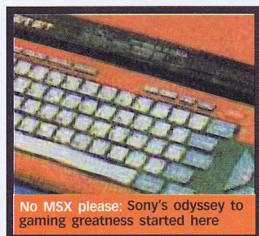


# GameOn

It's taken four years and over a million pounds, but finally the greatest game exhibition in the world is ready to open its doors

## ● SONY'S STORY

GameOn records Sony's journey from the days when it operated on the fringes of the industry (with 1983's MSX Hit Bit) via its brief dalliance with Nintendo and the launch of the world-conquering PlayStation.



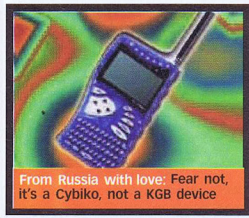
No MSX please: Sony's odyssey to gaming greatness started here



PS Prototype: The PlayStation as Sony originally intended it

## ● COOL GADGETS

The Cybiko is one of GameOn's most desirable "gadgets from the future". A kind of cross between a wireless radio, a handheld console and a personal organiser, it's the biggest thing to come out of Russia since Tetris. Or those crazy petrol-powered boots that enable you to walk at a speed of up to 30 miles per hour.



From Russia with love: Fear not, it's a Cybiko, not a KGB device

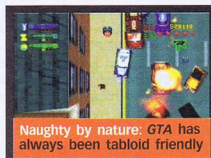


Have you ever wanted to see the first videogame ever made? Take a glimpse behind the scenes of the *Final Fantasy* series?

Find out what Indian gamers are playing at the moment? Or get to try out some cutting-edge Japanese titles? Well, forget Glastonbury, Ibiza and Reading, this summer there's only one place to be: the Barbican Art Gallery in London. For there, nestling uneasily among the jobbing actors, classical musicians and art exhibitions, the most amazing show the videogame world has ever seen is opening on 16 May.

## ● THE PAIN AND THE PROMOS

The GameOn exhibition features many of the gimmicks used by games publishers to promote their products to the press. In the past *OPM* has received "joke" bombs and swords through the post in the name of publicity. Meanwhile, Rockstar intended to give away crowbars, knives and baseball bats to herald the release of the tasteless *GTA*... Until the police intervened.



Naughty by nature: *GTA* has always been tabloid friendly

## THE STORY SO FAR

Entitled GameOn, the show features hundreds of the brightest, best and plain weirdest games that co-curator (and ex-Rockstar Games and *GTA* producer) Lucien King could find. Like what? We asked him. "Well, the show starts with loads of lovely, Jennifer Lopez-curvey, old-fashioned coin-ops. You should see them! They're like the size of refrigerators. And you can see the first videogame ever made – *Space War!* – which was developed in 1962 by a group of model railway enthusiasts who worked for the US military.

"Then we trace the history of

consoles through Atari and Sinclair to Commodore and PlayStation. We have rooms stuffed with playable pods of all the greatest games ever made, like *Tekken* and *PaRappa*. Then we look at gaming crazes from around the world like *Dragon Ball Z* and *Gundam* in Japan. There are also films and TV series (including a top-secret preview of new BBC gaming drama *Ace Lightning*) inspired by videogames. And using interviews, sketches and early and complete builds of code we show what went into the making of classic games like *Pokémon*, *GTA*, *Tomb Raider* and the *Final Fantasy* series."

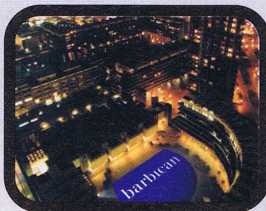


### ROGUE'S GALLERY

Videogames and art galleries aren't the most natural of bedfellows perhaps – but the fact that the GameOn exhibition at the Barbican is so good is down to the efforts of two men: Lucien King and Conrad Bodman. In a past life Lucien helped launch controversial developer Rockstar Games while Conrad Bodman has previously curated The Art Of Star Wars as well as a show dedicated to Harley Davidsons.



**Dream job:** We want to be curators when we grow up too



### A GLIMPSE OF THE FUTURE

And why should you be booking your tickets right this instant? "To get excited. To get inspired" says Lucien. "To see the future. To play one of those crazy Japanese dating games. To see the Cybiko, which is like the coolest new gadget from Russia. To have your face

mapped into a game. There are so many reasons. Why wouldn't you want to go?"

GameOn opens on 16 May and is at the Barbican until 15 September 2002 when it moves to The National Museum of Scotland, Edinburgh, in October and the rest of the world in early 2003.

● Scott Anthony

## ADVANCE WARNING!

### + POINTS

- 40 years of gaming goodness represented
- Lots of great games
- Educational, sort of

### - POINTS

- It's showing in London and Edinburgh only
- Which could make it fairly pricey to get to

**OFFICIAL PREDICTION**  
It'll be massive – we're expecting great things

## Show Stoppers

From the films that inspired *Driver* to the worst consoles ever made – there's something for everyone. Lucien King introduces some of his show favourites...



**Famous faces:** The GO expo creeps up on Ms Croft with a red book

### TOMB RAIDER

"Specifically we're looking at the development of Lara Croft. When the first game was released Core had no idea how big she was going to be. Within a few weeks of the game they were being deluged by fans asking where she was from, what her parents were like, etc. and they just had no idea. So it's an insight into how they fleshed the character out."

### SPACE WAR!

"One of the really interesting things about the games industry is that it basically grew out of the US military's research budget. Games like *Defender*, *Asteroids*, *Battlezone* and *Space Invaders* capture a bit of the cultural paranoia of the Cold War period... But obviously they're, er, great fun to play as well."



**Invasion of the coin-ops:** It's all about US foreign policy apparently



**Ancient arcade:** Now you couldn't fit this under the telly, could you?

### EVERY SIGNIFICANT CONSOLE

"Not many people know that before the PlayStation Sony had dipped its toes into the market with MSX Hit Bit in 1983, and the show will let you see that. You can also play the very first home console ever, The Magnavox Odyssey, which was released in 1972. Every single game on it is based around controlling a little white ball, most famously, *Pong*."

### THE WHITE CAT TORA

"In Japan, Sony's PocketStation add-on is synonymous with Tora, the white cat. The cat was initially used like the paperclip on Word or a character on an email client to explain what the PocketStation was all about to the public, but now it's everywhere on drinks, food, etc. It even has its own fan club and, I think, it's been on chat shows too."



**Tora of duty:** Sony's white cat is unknown here but a hero in Japan



**Art attack:** FF fans will head straight for Amano's sketches

### FINAL FANTASY ART

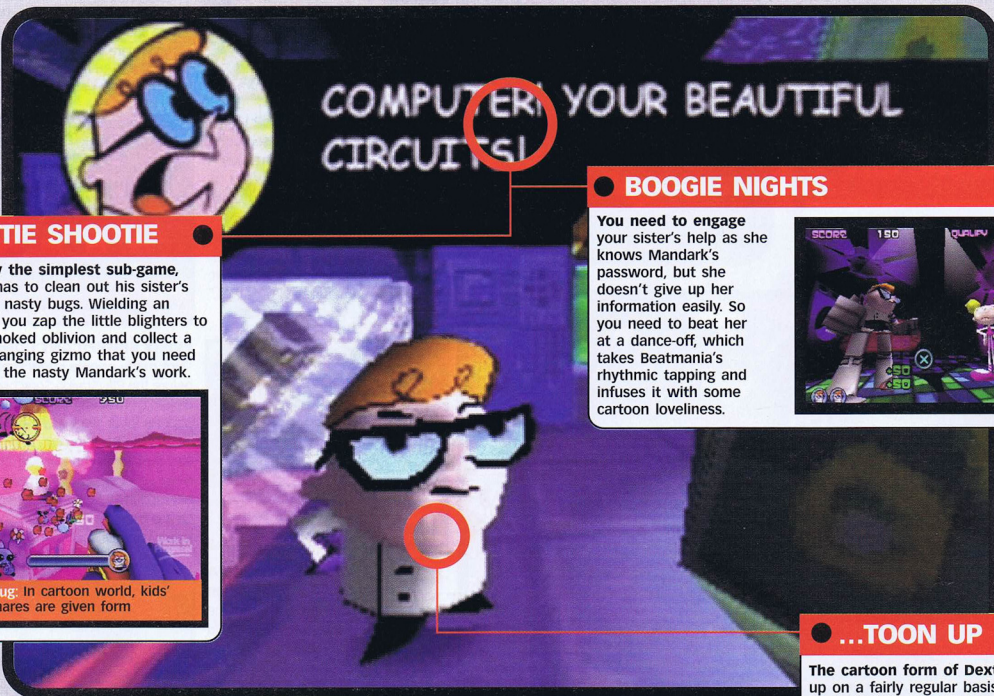
"We're mainly concentrating on the artwork of Yoshitaka Amano. He's been working on the *Final Fantasy* series since the game's earliest incarnations. Before *Final Fantasy VII* he used to concentrate on box art and images that would orientate the action. Now there are no significant technological limits and what he does goes straight into the games."





# Dexter's Lab

The world's cutest scientist jumps aboard the world's cutest games machine, complete with bugs...



## COOTIE SHOOTER

Possibly the simplest sub-game, Dexter has to clean out his sister's room of nasty bugs. Wielding an aerosol, you zap the little blighters to a gas choked oblivion and collect a voice-changing gizmo that you need to undo the nasty Mandark's work.



**Bug plug:** In cartoon world, kids' nightmares are given form

## BOOGIE NIGHTS

You need to engage your sister's help as she knows Mandark's password, but she doesn't give up her information easily. So you need to beat her at a dance-off, which takes Beatmania's rhythmic tapping and infuses it with some cartoon loveliness.



## ...TOON UP

The cartoon form of Dexter pops up on a fairly regular basis, which is a great extra as it gives you the chance to watch one of the best cartoons this side of *The Simpsons*. As the game's a little on the brief side, these cut-scenes given it a treat.



**Title shot:** Taken directly from the prog's cool opening credits



Anyone who's laughed themselves silly at the wonderful *Dexter's Lab* on telly knows it's perfect fodder for PS1 conversion. Cute, funny and smarter than a convention of nuclear physicists, Cartoon Network's badass bookworm looks like he might just make a name for himself on Sony's wonder.

What we're given is an adventure game that branches off into a selection of sub-games as Dexter wanders around his house and massive laboratory. You see, his arch-enemy, Mandark, has had his wicked way with junior brainboxes'

beloved computer and distraught Dex desperately fights to fix her up and gain his measure of revenge. With that he has to access the computer, which Mandark has cunningly re-programmed to accept only his orders, and fight the bugs attacking her circuitboards. But this is a cartoon, so the computer bugs are

actual ugly bugs that beg to be zapped.

On the negative side, the game graphics aren't particularly attractive and the version we've played is worryingly short and a little simplistic. However, at *OPM* we'll forgive Dexter many things because, frankly, he's just so darn adorable...

● Craig Pearson

## ADVANCE WARNING!

### + POINTS

- One of the best programmes on telly
- Lots of variety in the game

### - POINTS

- Not long enough
- Ugly graphics
- Too easy

**OFFICIAL PREDICTION**  
Should be worth a look for some diverting fun



CartoonNetwork.co.uk

**CARTOON  
NETWORK**

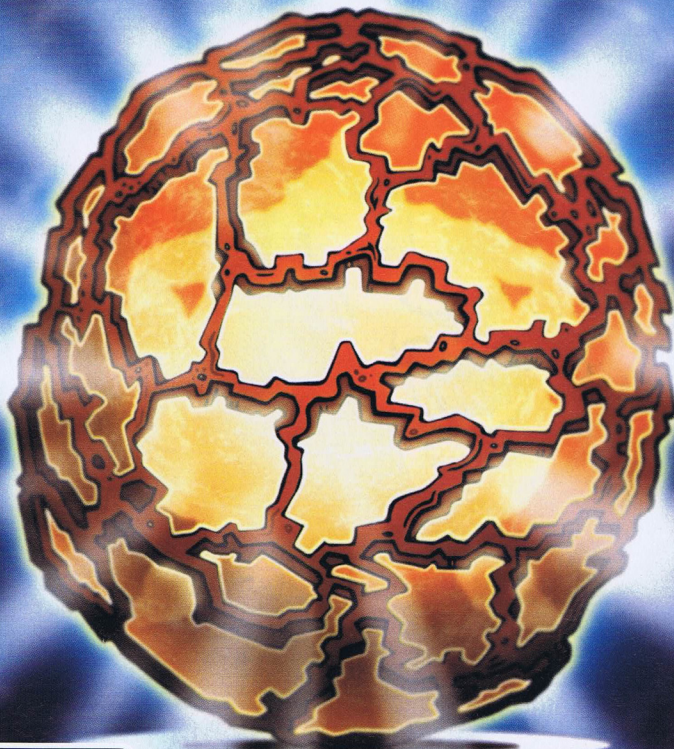
The Best Place for Cartoons

# DRAGON BALL Z

**NEW EPISODES**

**STARTS APRIL 8TH**

WEEKDAYS 5:30PM AND WEEKENDS AT 11:30AM



**TOTAL IMMERSION  
GAMING EVENT**

TO SEE A SNEAK PREVIEW LOG ON TO

[www.CartoonNetwork.co.uk/lockdown](http://www.CartoonNetwork.co.uk/lockdown)

STARTS 7th MAY...

**TOONAMI**

**CART  
NETW**





# FEATURE

Delta Force: Urban Warfare

**"You'll need stealthy play and smart thinking as well as balls of reinforced armour"**

**TOP SECRET!**

This document is classified: For Your Eyes Only

## THE A-TEAM

### Unmasking the real Delta Force

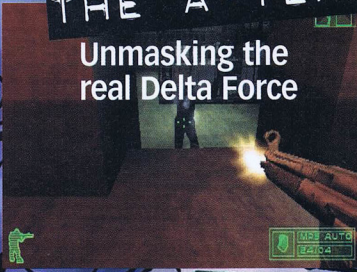
Modelled on the British SAS, Delta Force was formed in 1977 to counter the growing threat of international terrorism. The US Army's 1st Special Forces Operational Detachment-Delta, to give Delta Force its official name, is an elite band of highly trained troops able to deploy hastily to any kind of crisis situation, anywhere in the world.

The Delta Force unit forms

part of an international network of Special Forces organisations whose primary directive is kicking terrorist butt. They train and work together but because their missions are usually top secret, we rarely hear of their exploits until long after the situation has passed. However, we do know that DF operated widely against Saddam Hussein's SCUD missile batteries in the

Gulf War and these guys are no doubt currently in Afghanistan doing their thing against the Al-Qaeda and Taliban forces.

While not based on any real-life encounters, *Delta Force: Urban Warfare* gives you the chance to step into the boots of a DF officer. You'll be using the actual equipment they use and you'll be toting the same guns that the unit carry. Bring it on!





# DELTA FORCE

## URBAN WARFARE

**Official  
Exclusive!**

**Urban Warfare charges you with taking down a terrorist organisation single-handed. Think you're tough enough? Read on, soldier...**

Words: Nick Ellis

### THE FACTS



ETA: JUNE  
PUBLISHER: NOVALOGIC  
DEVELOPER: REBELLION  
MORE:  
[WWW.NOVALOGIC.COM](http://WWW.NOVALOGIC.COM)



Ever fancied joining one of the world's top fighting forces, but didn't like the shade of camouflage they wore?

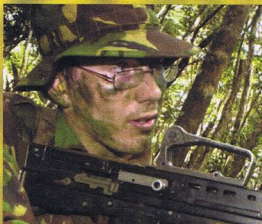
Then we have just thing for you. *Delta Force: Urban Warfare*, a classic first-person shooter, gives you the chance to enlist for 12 levels of machine-gun-toting explosive fun as you scour the globe for the ringleaders of a highly organised and dangerous group of terror-mongers.

Using our connections from the

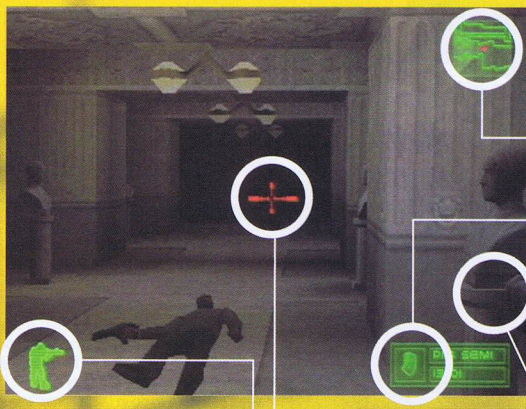
Secret Service, OPM has managed to get its hands on an early version of the game. Over the following pages we'll be giving you the lowdown on some of the missions you'll have to crack, revealing titbits of the story and showing you the whoop-ass equipment at your disposal. Just as the real Delta Force would never go charging in all guns blazing, we'll demonstrate that for the game you'll need stealthy play and smart tactical thinking as well as balls of reinforced armour.

*Delta Force* is already an extremely successful series on the PC and we've got high hopes for *Urban Warfare*. While the PlayStation version has a lot in common with previous titles, developer Rebellion has introduced a battalion of new features exclusive to our console. If it fulfils its potential, *DFUW* could be right up there with *Medal Of Honor* and *Alien Resurrection* as one of the best shooters we've ever seen.

So switch to Def Con 3 and polish your rifle butt, we're going in...



After a stint in South America training with the army, Lee Hall was drafted into DF and had to leave OPM. Shame he didn't realise it was the Devon Farmers he'd signed up for



**N by NW:** The map can be brought up to full screen and shows you where you are, who's around and what direction they're facing in



**Stay healthy:** Get shot too much and you'll lose your neck. Medi-packs will need to be collected to prevent discharge from the DF service



**Goon show:** If you wade in with barrel spewing hot lead, the enemy will hide behind some cover, making it harder for you to take 'em down



**Ammo pick-ups:** When you floor an enemy, he'll drop his ammo, which you can then snatch for yourself. How much ammo they have depends on the amount they've already used. Clever, eh?

**Your gun:** Clean twice daily to keep shiny



# TAKE ME TO YOUR DEALER



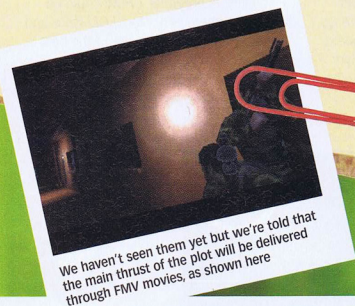
Despatch from CIA HQ, Langley  
To: Randy McStab\*  
(\*real name concealed for security purposes)



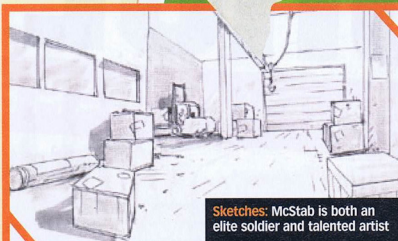
**Location:** Warehouse, Tijuana, Mexico  
**Primary objectives:** Launch assault on warehouse, capture suspect alive

**Notes:** We have a situation. Rumours are circulating concerning the emergence of a terrorist group bent on building a hand-held nuclear weapon. We are unsure who's behind this, a high level mole is suspected to be operating in conjunction with the group. Utmost secrecy must be maintained at all times and you'll be acting alone.

Forensics suggest there may be a link with a Mexican arms dealer. Infiltrate his warehouse and take him in for interrogation. This is a Code Purple situation, repeat this is Code Purple.



We haven't seen them yet but we're told that the main thrust of the plot will be delivered through FMV movies, as shown here



Sketches: McStab is both an elite soldier and talented artist



### Taken from Delta To Hero, by Randy McStab

I received the call from the CIA director at 05:00hrs. Thirty minutes later I was in a chopper to Tijuana to give these goons a Tequila sunrise they'd never forget. Setting down by the designated warehouse, all seemed quiet. I figured there was no need to knock.

It was dark inside, the kind of dark that would make Dracula think twice about getting up for a midnight snack. I identified multiple guards in the area and skulked in the shadows waiting for the opportunity to take them down unseen. The warehouse was full of blind corners and closed doors. Caution, as they say, is the better part of valour and I took great care picking my way through the rooms and corridors, dealing with each hostile as they turned up. The arms dealer squealed like a pig in a pork pie factory when I finally caught up with him.

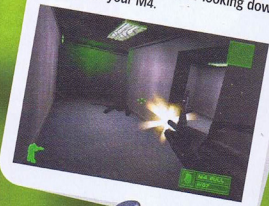
### HIDE OUT

More often than not, prowling around on gantries or sticking to the walls while scoping the enemy is a better tactic than charging in headfirst to a scrap. Not that you're Spider-Man!



### EAT THIS

The corridors can be dangerous places, with guards skulking behind corners and closed office doors. Keep one eye on your radar, the other looking down the sight of your M4.



### IN DEEP

The very start of the operation finds you lurking in the shadows above a loading bay. Take out the patrolling guard.



## GUNS 'N AMMO

### Boom boom, shake da room

Take a look at this lovely lot. Yep, this impressive collection of metal is all the hardware you'll have in your backpack during the game. There's enough kit to start your own war and, funnily enough, that's exactly what you have to do in *Delta Force: Urban Warfare*. Have a browse through the catalogue and decide which of these weapons would most suit a debonair gamer like yourself about to go into battle with a bunch of ruthless terrorists.



#### M82A sniper rifle

Where would an FPS be without its shooter? *DF* equips you with the US army's stock-in-trade long-range kill device. The M82 is semi-automatic, has a ten-round magazine and is effective from over a mile away. You'll need this when charging in is not an option.

#### M249 SAW light machine gun

SAW stands for Squad Automatic Weapon and this baby packs a strong punch. With a range of 1,000 metres and a fire rate of 85 rounds per minute from a 200-round ammo belt, this weapon could seriously damage your health.

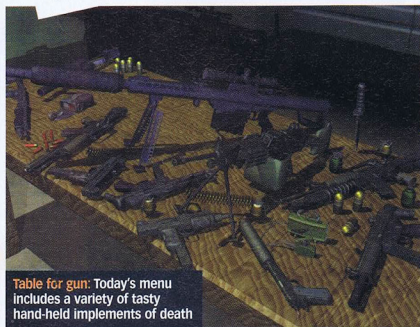


Table for gun: Today's menu includes a variety of tasty hand-held implements of death



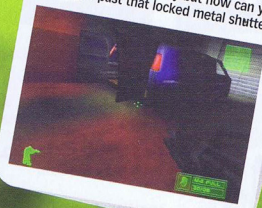


## MISSION ONE!

A firefight down old Mexico way

## CLUED UP

The trail is hotting up. A parked van with the engine still by here quite recently but how can you get past that locked metal shutter?



## RED ALERT

If scampering about in the darkness is putting the willies up you, you can always select your trusty night vision goggles from the inventory. Enemies show up bright pink, so if it glows, blast it!



## HEAD MAN

Now that's the car of an arms dealer. Nail the bodyguards, issue a parking ticket and take him in for questioning.

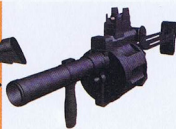


### MP-5

The Heckler and Koch MP-5 submachine gun has been the weapon of choice for anti-terrorist forces since 1977, when it was first used by the German GSG-9 unit against plane hijackers. It's accurate, reliable, holds a 30-clip magazine and will shred the enemy.

### M4 semi-automatic rifle

The M4 is a shortened version of the famous M16, standard issue for all US soldiers. The M4 provides people operating in close quarters with the capability to engage targets at extended range with accurate, lethal fire. You'll want one of these.



### Grenade launcher

This baby is the heaviest piece in your kit and very handy for getting you out of a sticky situation. Perfect for giving terrorists an explosive birthday surprise, the launcher fires grenades considerably further than you can throw them yourself.



### M-9 pistol

This is the smallest weapon in your armoury but by no means the least effective. The pistol can be equipped with a silencer and if you're careful and sneaky, you can creep up behind your prey and deliver a silent one-shot kill to the head. Eek!



### Uzi 9mm

If you absolutely have to kill every single last mutha-fucker in the place, there's no substitute for the Israeli industries' notorious Uzi 9mm. Light, compact and with a cyclic fire rate of 600 rounds per minute, this gun has starred in many games.



### M-18 claymore mine

This is a directional fragmentation mine, as nasty a weapon as you could hope for when fighting terrorist scum. It blasts small metal bearings over a 250-metre radius, shredding anything in its way. Plant these in areas where there's a strong terrorist presence.



### M61 fragmentation grenade

The frag grenade is a 16 ounce manually thrown weapon that has a serrated wire coil fitted to the inside of the body. It's the coil that disperses on detonation and gives the grenade an effective 15-metre casualty radius. Oucheroonie.



# NO HOLDS

# BARRED

## CIA

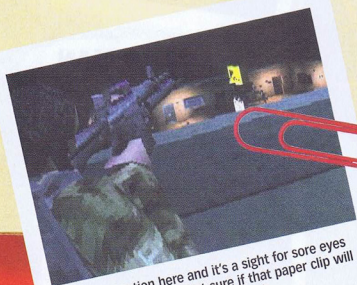


**Despatch from CIA HQ, Langley  
To: Randy McStab**

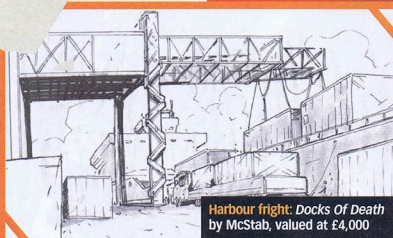
**Location:** Docks, Vancouver, Canada  
**Primary objectives:** Sweep area clean, infiltrate cargo ship, locate bank bonds

**Notes:** Nice work down there in Mexico. The information gained from the arms dealer suggests the terrorists will be receiving a payoff in the form of bearer bonds from a representative of the ringleader. Get your butt over to Vancouver and survey the dockside area. You're searching for a ship named The Bianca. Once you've located the ship, snipe the enemy sentries then get on board the vessel. Once on the ship, we believe you'll come under heavy fire from the enemy so make it clean and make it quick. Good luck.

Please note that this operation has now moved to Code Indigo, repeat Code Indigo.



More FMV action here and it's a sight for sore eyes we think you'll agree. Not sure if that paper clip will make it into the final version though



**Harbour fright: Docks Of Death**  
by McStab, valued at £4,000



**From My Days In The Delta,**  
by Randy McStab

This wasn't so tough, at least not for a guy like me. When I hit the docks it was raining so hard you could have flooded a desert. Night time too. I found a good position and began taking out the sentries. Ha! They fell down faster than Emile Heskey in the penalty box. The area didn't take long to clear and in no time I'd made my way to the quayside. Despite some heavy resistance from the hired mercs and some troublesome cargo containers, I found the gangplank to The Bianca.

She wasn't a pretty ship and by the time my guns had stopped smoking, she was little more than an ocean-going pin cushion. I located the bonds and skiddaddled. The CIA director was delighted, I should ask for a raise.

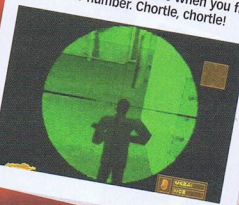
### TWO TIME

It's dark and dreary down on the quayside and those pesky guards just keep coming. When you encounter multiple enemies it's a good idea to run for cover and use the auto-target function.



### AIM LOW

Hit the button to activate sniper mode and scope around for a target. There are loads of guards and they run around like startled ferrets when you floor one of their number. Chortle, chortle!



### RISE ABOVE

Take up a hunting position opposite the target ship. From up here you can scout the guard patrols in safety.



## LOCATION, LOCATION

### Eighty slays around the world



Although they're currently in a big file marked "Classified", OPM is able to give you a sneaky peek at some of the other locations and environments you'll be operating in. We don't have all the details at present but one thing is certain - you'll be doing more jetsetting than Judith Chalmers.

Three secret agents stubbed their toe on a coffee table to bring you this information, use it well.



**Office building, Dusseldorf**

The trail takes you to the headquarters of a metallurgical research company. It's light and airy, which is good for finding your way around but it does mean you'll be easier to spot. Now is it us, or is the foyer pictured the same one as in *The Matrix*? Well, it's certainly bullet time.



**Zentura labs, Oxford**

Tsk, more dodgy corporations working with chemicals. Once again you're going to have to infiltrate a building, slap the guards and make off with crucial evidence for the CIA director to pore over at his leisure. Hmm, the Rebellion HQ is in Oxford, I wonder...



**WARNING!**

Although it looks damn tasty already, *DFUW* is still in development and we're promised plenty of improvements in the final version

**MISSION TWO!**

Harbouring a grudge against bad guys

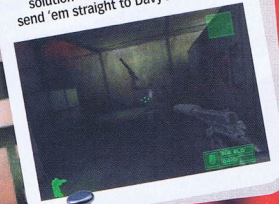
**BOW OUT**

After dealing with the not-so-solid crew you find yourself in the bow of the ship. Surely those bearer bonds are around here somewhere? Once you've got your mitts on them, it's time to skiddadle.



**AYE AYE**

Once on board you're faced with another labyrinth of dark, goon-infested corridors. There's only one solution when you encounter a guard, send 'em straight to Davy Jones's locker.



**ALL ABOARD**

On the deck of the ship you'll find yet more guards. Avoid them by hurrying to the bridge if you're wounded.



**THE C4 PROGRAMME**


**A three-step guide to explosive viewing**



**Airfield, location unknown**

No one was willing to talk about this mission, not even when we threatened them with a copy of *Creatures*. However, it's dark, it's crawling with enemy sentries and there's bound to be some big boss trying to get away on his private jet... or perhaps you'll be smuggling a stash of exploding Cuban cigars.




Locate target to blow up then hit  to bring up Explosives menu. Plant C4 on wall.



Fish out detonator from backpack and place within range of C4 charges. Retire to safety.



Hit  to activate detonator remote controls. Press trigger button and admire handiwork!



### DEADLY

### DEPOSIT, QUICK

### WITHDRAWAL

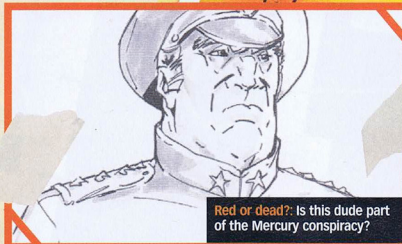


**Despatch from my beach house,  
Malibu CA  
To: Randy McStab**

**Location:** Bank, Zurich, Switzerland  
**Primary objectives:** Infiltrate bank

**Notes:** Those bearer bonds gave us the name of a Swiss bank and the number of a safety deposit box stored in its vaults. Strap on your lederhosen, hightail it to Zurich and crack the bank. Once inside, you'll need to crack the bank's security system and get a customer read-out from the main computer. A CIA extraction unit will be on hand to get you the hell outta there, maintain a hold-and-fire position until the team arrives.

The president has informed me we're now on Code Lilac, repeat Code Lilac.



**Red or dead?: Is this dude part of the Mercury conspiracy?**



**From My Days In The Delta,  
by Randy McStab**

Switzerland, such a beautiful country – so fresh, so clean. Shame those goons had to soil it with their dirty money and filthy plans. After refuelling at a local chocolate café, I grabbed my credit card and headed for the bank. They told me that stealth was the key and no killing was allowed. Screw those monkeys in suits, those guards wanted me dead and I wasn't going to fight them with a feather duster. I cashed their cheques with a hot lead stamp.

With my advanced technical training, I cracked the computer code in no time and held out for the extraction. Apparently the evidence uncovered something called the Red Mercury Conspiracy, a shelved Soviet Cold War experiment that planned to develop an immensely powerful and highly explosive chemical. Seems these terrorists have got their mitts on the details. I expect the CIA will be knocking on my door again soon...

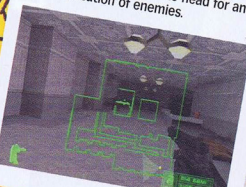
### EASY TIGER

These guys are starting to get cocky! When faced with a suicidal terrorist, it's invariably better to back up while spitting hot lead than run headlong into their flaming gun muzzle.



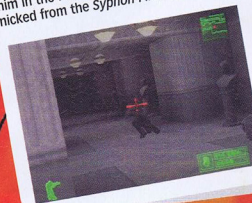
### MAPPED OUT

Well it's always handy to know where you're going and a tap of the button pulls up a detailed floorplan for you. It shows you where to head for and also the location of enemies.



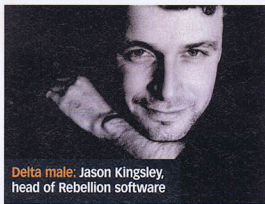
### HEAD SHOT

When the crosshairs turn red, shoot him in the head. The one shot kill is nixed from the Syphon Filter games.



## DEVELOPER Q&A

### Masterminding the Rebellion



**Delta male:** Jason Kingsley, head of Rebellion software

We traced the producer of *DFUW*, Emerson Best, to the not-so-secret Rebellion HQ in Oxford. After being tortured with repeated plays of Westlife songs, we got him to answer a few questions about how the game came into being and how it's shaping up.

**OPM:** Can you explain the success of the *Delta Force* games?

**EB:** I personally believe it's because *Delta*

*Force* (along with our own SAS) has the reputation of being the elite of all the world's Special Forces. This has always given the series huge appeal to players interested in Special Forces and the edge of realism it carries.

**OPM:** Why have you brought the series to PlayStation?

**EB:** Novalogic, the guys behind the PC series, offered us the chance to do a *DF* game for PS1 and being great fans of the series, we jumped at the offer. Very importantly we were given the creative freedom to take the *DF* theme and do something that suited PlayStation and would be fun.

**OPM:** Has the team had any contact with the real-life *Delta Force*?

**EB:** No, but we couldn't tell you if we had. Well, we could but then we'd have to kill you.

**OPM:** OK, we'll do the jokes. Are any of the missions based on real-life *DF* scenarios?

**EB:** No. General themes and the weapons are based on real-life in some instances but the game design was aimed at moderating realism for playability and fun.

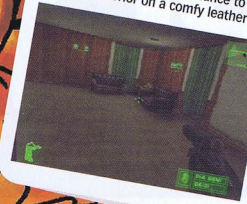
**OPM:** What other games have influenced *DFUW*?



**MISSION THREE!**  
Don't bank on this one being easy

## SIT PRETTY

The environments are already showing a nice level of detail. Although there's plenty of time to kill, unlikely you'll get the chance to plonk your posterior on a comfy leather sofa.



## SOFT TOUCH

You're supposedly meant to neutralise the guards without using them in this level, presumably using tranquilizer darts and stun grenades. Pah! We dish out what they deserved.



## END GAME?

Vaults located, code cracked, time to get some rest... until next issue, when we uncover more juicy Delta Force details.



**EB:** *Medal Of Honor*, *Metal Gear Solid*, *Perfect Dark*... I think these are classic games that everyone loves.

**OPM:** What does *Delta Force* offer over other PlayStation shooters?

**EB:** First up, the wide range of player actions available (crouch, crawl, drag and hide enemy bodies and planting explosives) combines with the AI to offer lots of fun possibilities.

Secondly, we've got a huge range of contemporary gadgets and weapons. Our arsenal is closer to 20 than *Medal Of Honor's* six or so.

Lastly, some key activities like weapon selection and reloading have to be done

in real-time and so you get realistic tension and tactics being required.

**OPM:** What part of the game are you most proud of?

**EB:** Hmm, that's a tough one. There are loads of really cool things but the graphics, weapons, Visual FX and AI do come to mind.

Keep your sights trained on the pages of *OPM* as we'll have more on *Delta Force: Urban Warfare* in coming issues, including updates, a massive review and a walkthrough guide from our elite squad of mercenary tipsters. Transmission ends...●

## DESTRUCTION DERBY

### Vandalising the environments



The pillars in the foyer of the Office building come tumbling down under a hail of Uzi fire



Listen to skulls shattering and glass tinkling as you shoot a guard through a window





# REVIEWS

Every New Game Rated

Official UK

# PlayStation Magazine

## RAYMAN RUSH



**"Hold your tongues you naught *Rayman* detractors... This is different, really"** Page 42



### Also Rated

#### Scooter Racing

"Micro Scooters... the most useless form of transport since the horse-drawn ocean liner" But *Scooter* comes from the same people as *Tony Hawk's*, sort of... **p.50**

#### Air Hockey

Table top arcade fun comes to the PS1... **p.54**

#### Drag Stars

No, it's not a *Lily Savage* licence, stupid. It's an all American arcade racer. Honestly... **p.54**



## FIFA WORLD CUP 2002

"It's the World Cup innit. There's bound to be a giddy thrill in your heart" Is the new *FIFA* really up for the cup? **Go-al to page 48**



## ALEX FERGUSON'S PLAYER MANAGER 2002

"Put you head on the block and your butt in the chair" But is *AF 2002* a Ruud Van Nistelrooy or a Diego Forlan? **Page 52**

### Re-Introducing Craig

The wee Scots terrier returns from his hols in Oz Remember Craig, the man so vicious to cack games that the *Army Men* put a price on his head? Well, he's back from his cherry picking trip down under and immediately begged us to let him back on *OPM*. How could we refuse? Believe us, we tried



## ET: THE EXTRA-TERRESTRIAL

"Of course you can always do the glowing finger thing" The *Extra-Terrestrial* has returned. But will we want him to bugger off home again? **Page 46**



➔ **TEXT MANIAC** The verdict on our *Final Fantasy* feature plus the usual rants and raves **page 68**

**TURN OVER NOW!**



**New to Psone?**

Then you need The Knowledge. This month it's the definitive guide to arcade racers **page 58** - The Knowledge re-jigged for your pleasure



# Reviews

△ Honest ○ Hard-Hitting ⊗ Entertaining □ Essential



## All you need to know...

OPM's reviews are the best you'll read, here's why...

### Actual Screens

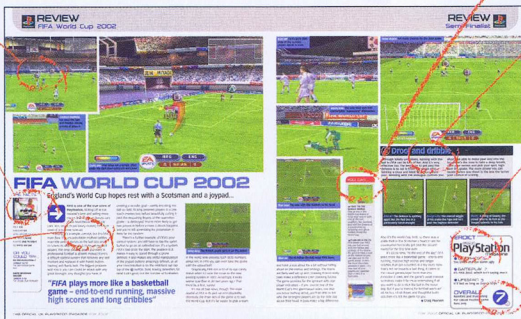
We capture our own screens to show you every aspect of each game we review. That means what you see is what you get, warts and all

### The Facts

Who's making it, when it's out, how much it costs, who to badger about delays in short, an indispensable run down of the important stuff

### Spot-on Analysis

We eat, sleep, drink, swirl and spit games. From *Ace Combat 2* to *Worms*, you name it, we've played it. Some call us freaks, others experts. We prefer the latter



### You Can

The bare essentials every gamer must know. If you're pushed for time, check out this quick reference to the nuts and bolts of gameplay

### Delving Boxouts

We celebrate the coolest bits or annihilate the most troubling moments, picking out parts that sum up the game, for better or worse

### The Verdict

Straight to the point. We sum up the key features of the game - graphics, gameplay and lifespan - before rating the game out of ten

### Ratings

The score out of 10 indicates just how much fun a game will be. See the guide below for more on our system

## Official UK PlayStation Ratings

We don't just pluck those numbers out of the air, y'know. Here's a handy guide to the reasoning behind every OPM review score...

- 10** Awarded to games that change the way you think about gaming
- 9** A truly exceptional game. It will make you drool and pant heavily
- 8** Very, very good. A 'must have' addition to your collection
- 7** A great game with a few minor irritations, but still a worthy buy
- 6** Playable, fun at times, but spoilt by glaring errors or omissions

- 5** Bland, unoriginal or flawed. Just about worth buying if you're a fan
- 4** Hampered by problems in gameplay and/or lifespan. Below average
- 3** Poor. Not even worth renting. It's entertaining only in fits. Usually yours
- 2** Turdus maximus. A blip of gameplay in a mire of sludgy bum muck
- 1** Flat-liner. Barely a game at all, more a form of virtual stroke

➔ Meet the OPM reviewers... ugly as sin, granted, but there's a lot of love there



### Richard Keith

Fave game this month: *Metal Slug X*  
Richard's love of expensive gizmos has reached new levels after he bought an electronic shoelace tie



### Scott Anthony

Fave game this month: *Digimon Rumble Arena*  
Scott's audition for the local porno went badly after he realised there was no *Clide* in the Seven Dwarves



### Nick Ellis

Fave game this month: *Delta Force: Urban Warfare*  
Got mistaken for a pine tree after dying his hair green to celebrate Plymouth Argyle's promotion



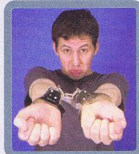
### Mike Jenkins

Fave game this month: *Alex Ferguson 2002*  
Mike had to read over 1,000 text messages this month. It's the Miss Whiplash lines he subscribes to



### Rick Moulton

Fave game this month: *Rayman Rush*  
Slick Rick loved Rayman so much he had both legs amputated and grew a huge pair of ears. Or not



### Craig Pearson

Fave game this month: *Dexter's Laboratory*  
Wary a tear was shed when Craig returned to OPM. Why oh why did you let him back boss? Sob



### Tom Mayo

Fave game this month: *Digimon Card Battle*  
Nigel Tom taught us the way of the exploding fist this month, which caused a nasty miss in the toilets

## Don't Miss...

### The Daddy Of Justice



One naughty game gets its bottom smacked by the Daddy .....p.56

### The Knowledge

The Knowledge has had a face-lift, starting off with an in-depth look at *Driver* and arcade racers. PLUS more than 200 PlayStation games rated .....p.58

### Control Freak

A keen sense of smell is required for peripheral testing and boy does the Freak smell! .....p.62

### ByteBack

It's a cutting edge hotbed of political and philosophical discussion. And then there's the rubbish letters .....p.66

### Game Aid

This month *Grand Theft Auto 2*, *The Simpsons Wrestling* and *Tony Hawk's Pro Skater 3* are 'chuted down to you courtesy of Game Aid .....p.70





**"Oddly, considering its cute graphics, the game forces you to play dirty"**

### THE FACTS



OUT NOW

PRICE £20

PUBLISHER UBI SOFT

DEVELOPER UBI SOFT

AGE RATING NONE

PLAYERS ONE TO TWO

TEL 01932 838 230

LIKE THIS?  
TRY THESE...

**ROLLCAGE STAGE II**  
OPM57 9/10  
Intense racing and sci-fi shooting. Tcp stuff

**CRASH BANDICOOT 3**  
OPM40 9/10  
Speedy, cutesy platform play. Unmissable





Cannonball run: Levels are booby trapped to thwart your progress



← RAYMANE

Helicopter hair

Lara has her guns, Sonic has his spin attack and Mario has his, er, dungarees. But give it up for Rayman and his amazing Helicopter Hair!

Official  
Exclusive!



# RAYMAN RUSH

The limbless French oddity pulls on his running shorts. You'll have to use your imagination



Forget the current console war, Rayman represents one of the great gaming dividing lines. On the one hand, his games sell by the bucketful and are

rarely out of the charts. On the other, according to some of the mail we receive, the limbless French oddity is right up there with those infamous Jamies: Oliver and Theakston.

But hold your tongues, you naughty detractors. Ray's latest PlayStation incarnation is a little different. Instead of the standard platform fare, *Rayman Rush* is best described as a console version of school sports day – albeit on some weird alternate dimension. Or maybe it's France. Pointless plot aside, you choose from eight wacky characters (four must be unlocked) and challenge the computer (or a mate) to a race across an obstacle-laden level.

While Rayman and his pals aren't too fast

on their feet, most races require a selection of movement methods that'll be instantly familiar to fans of his platform games. You can climb walls, slide down slopes, as well as jump, glide, bounce and swing. In order to gain some distance from the enemy, you can also choose to take multiple paths. Every so often, the fixed course will split horizontally or vertically – offering a temptingly quicker route to the finish line.

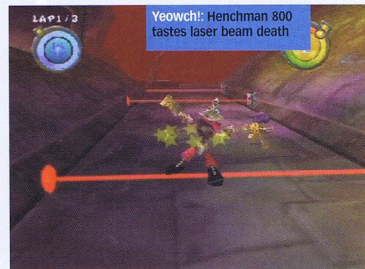
Of course, it's not just your opponent you have to watch out for. The tracks are littered

**"Best described as a console version of school sports day"**

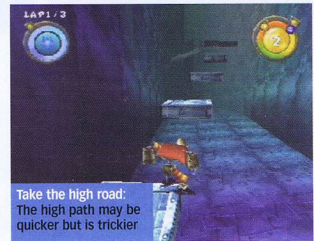
## YOU CAN...



● **SLIP AND SLIDE**  
Rayman Rush isn't very fast for a racing game but you can pick up some decent speed by hitting the slopes, when Ray and co take to their backsides and slide to the finish line. No sledges for these brave souls.



Yeowch! Henchman 800 tastes laser beam death



Take the high road: The high path may be quicker but is trickier

with pitfalls like water and lava, plus falling barrels, nasty whipping vines and giant chomping teeth. Typical Rayman weirdness all round, really. You have two defences against the nasties: the switches that litter the levels and can be used to help yourself or hinder your opponent, and a Ray-gun (our name, not theirs). This projectile weapon can be used to stun monsters and also has the handy effect of temporarily freezing your opponent. Trouble is, they can do it to you too.

Oddly, considering its cute graphics, the game forces you to play dirty. If you don't



### Caught in a trap

You'll find strategically placed switches dotted about the track, which can be activated with your character's projectile weapon. There are two effects: good and bad. But you won't know what the effect is until you try it.

#### CATCHING UP



With Rayman lagging behind his opponent, it might be time for some cunning tactics. Hitting this switch will cause the platforms that Henchman 800 is running across to flip, gaining you a few vital seconds.

#### TAKING THE LEAD



The orange blob in front of Ray is a jump pad. If you're in the lead and don't want your opponent to catch up, hit the switch to remove the pad from play. A dirty trick but somebody's got to do it.

#### SPEEDING UP



Nasty one this. The speed pads ahead can be switched from forward to reverse. It's very funny when you do it to your rival, but is far from amusing when you're on the receiving end.

#### A FALSE ALARM



You'd think the switch with a red piranha on it would suddenly tip a bucket of flesh-eating fish on your co-runner. Unfortunately, you'd be wrong – the switch just activates the jump pad.



### HOW BIG?

#### Hidden agendas

When you first play *Rayman Rush*, all the hidden modes and characters indicated by a question mark lead you to believe it's a big game. How wrong you'll be.



Zip your opponent at the start of the race then they'll simply get you first, causing five vital seconds of paralysis and leaving you with little chance to catch up. It's the videogame equivalent of that old sports day trick of tying someone's shoelaces together before the race begins. Not that we'd condone that sort of irresponsible action in real life – but in order to stand any chance of winning at *Rayman Rush*, you have to do it.

Once you've scuppered your rival racer on



#### YOU CAN...



#### KING OF THE SWINGERS

Rayman and friends have the same powers as in his platform games, so you should feel quite at home. Powers include the ability to shoot off a hand and grab a series of floating rings, allowing you to swing Tarzan-style to a higher platform and maybe a quicker route.



the start line, it's simply a case of surviving the level's traps for three laps until the race is yours. But that's easier said than done.

Some sloppy level design (or maybe just evil programmers) will throw up occasions where you simply can't avoid hitting a wall because of the speed pad placed before it, or being stunned by the explosive crates that are often located just around a blind bend. In *Rayman Rush*, a good memory is more important than skill or reflexes.

Your choice of character seems to make little difference to your chances, either. Whether you pick Rayman himself, the podgy Globob, or the peg-legged Razorbeard, each plays exactly the same. They all run with a canter rather than a gallop and all have the same abilities, albeit shown with a slightly different graphical flourish. The opportunity to unlock four new characters by completing later levels is therefore rendered pointless.

But by far the biggest obstacle the game throws at you is its length – or rather the lack of it. A few hours' solid play will

Decked out: Old pirate features makes a bee-line for the rum toddy

Split screen: In two-player, the different angles are apparent

suddenly summon the credits sequence, even though the completion rating on the save screen may say 35%. That's because of the extra modes on offer. As well as the standard one-on-one championship mode, you can take a solo run through each track in time attack. Completing time attack then unlocks that level in Lums mode. Here, you must win the race as normal, as well as collecting all the fairy-like Lums scattered throughout the course.

And if that's not enough (bear with us while we explain) winning a Lums mode race unlocks target mode, which is exactly like





**Globlox:** He may be a fatty but he's just as nimble on his feet as everyone else



**Henchman 800:** This Terminator-alike is well-built, but not too muscly in the brain department



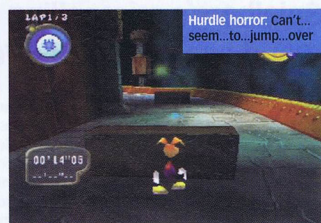
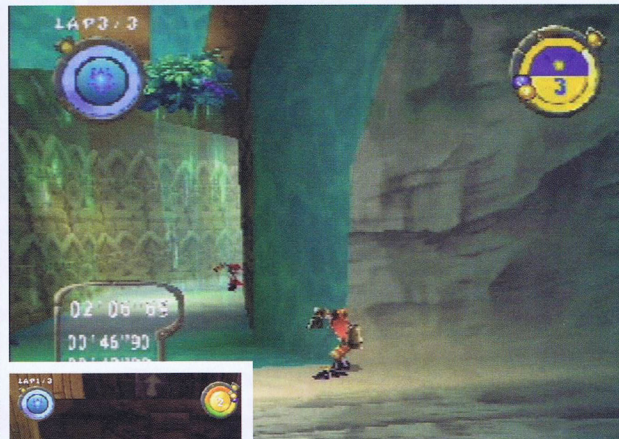
**Razorbeard:** The pirate captain looks odd with his peg leg but he doesn't let it spoil his chances



**Tily:** Don't be fooled by the cute looks - she's a demon in the long-distance run



**Knock knock:** Postman here! I've a bomb to deliver up your butt



**Hurdle horror:** Can't... seem...to...jump...over

## "Where are the homing missiles, the shields and the bombs?"

Lums alone, except you have to shoot butterflies. A case of spreading the game-jam a little too thinly, we think.

The question of whether you'll ever see a 100% completion rating depends on your boredom threshold. For most folk, the task of running through the same level for the fourth time, blasting butterflies rather than catching fairies, is going to wear thinner than ten-year-old socks.

The best way to squeeze some longevity out of *Rayman Rush* is to play against a human opponent. That way, you could impose a ban on using the freeze gun and play the game on the basis of skill and speed

### YOU CAN...



● **FREEZE, MISTER!**  
Hitting the button will fire your weapon, and you control the same weapon whichever character you're playing as. When fully charged, it will freeze an opponent for a few seconds. But we're sure that the enemy thaws out much quicker than we can. Very annoying.



rather than dirty tricks.

Don't get us wrong, there's nothing terribly bad about *Rayman Rush*. A platform-based racing game is at least an original idea (hey - it's not a kart racer) but it could have been so much better with the addition of a few old-fashioned special moves to give runners-up a fighting chance. Where are the homing missiles, the shields, the bombs or their cartoony equivalents? We can forgive a cliché if it serves a purpose (just look at *Crash Team Racing*) but the fact that Rayman has the same powers as arch enemy Razorbeard, for instance, will leave you feeling decidedly short-changed.

With more than two characters to a race, more levels, and more thought in the power-ups department (and not simply that annoying freeze ray) *Rayman Rush* could have been a worthy addition to the *Rayman* race. Instead it's more like a gruelling game of school cross country - fun to watch but not to take part in.

● Rick Moulton

### VERDICT

Official UK  
**PlayStation**  
Magazine

● **GRAPHICS 7**  
Good looking but not nearly fast enough

● **GAMEPLAY 6**  
Fun, until the problems show through

● **LIFESPAN 4**  
Measured in hours rather than days

**OVERALL**  
An original idea but let down by poor design and some frustrating flaws

**6**  
10





# REVIEW

ET: The Extra-Terrestrial



Digital entertainment: The wee brown one does his finger thing to save a dying flower. Aaaaah!

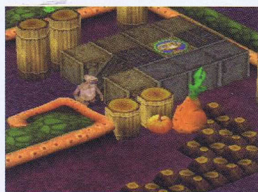


Ice-capades: ET sneaks up on a hairy creature. Honestly, what a thick hero!

## BEAST FEAST

### Creature feature

Take a look at what ET has to put up with. Bats and massive hairy creatures. The baddies have set patrol routes, which makes them easy to beat



# ET: THE EXTRA-TERRESTRIAL

Spielberg's misspelling of the word 'IT' conquers the world again. Almost. Well, not really...

## THE FACTS



RELEASE DATE **NOW**

PRICE **£20**

PUBLISHER **UBI SOFT**

DEVELOPER **UBI SOFT**

AGE RATING **NONE**

PLAYERS **ONE**

TEL **0870 800 6160**

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Cutesy alien platform magic



Before helping BT run up even more massive profits, ET was the cutesy-pie of the '80s. His doe-eyed expression and his childlike wonder made everyone fall in love with him. So how, you may ask, could it be possible to ruin the memory of the Mighty Beard's most loveable creation. Well, read on...

The game's problems lie with the lack of attention it requires. It's so easy that levels fly by like a whiny kid on a bike. You run around

healing with your glowing finger, stunning with your zappy tummy, and lifting with the power of telekinesis. You can unlock doors and run away from enemies as well. Sadly, we've just described the entire gameplay in a nutshell. Yes, there are puzzles, but trying to figure them out requires all the ability you need to add one plus one. You move an easily found key on top of an easily found lock. Or dodge out of the way of an idiotic ally patrolling enemy.

It's not all bad, we suppose. The small brown one's easy to move around, and his ridiculous run will go down as the funniest in videogaming history. His telekinesis is fairly cool, and it can be fun picking up the enemies and swinging them out for a gloomy demise. And, of course, you can do the glowing finger thing. But a licence wasted is a licence wasted and the rich



Flail male: ET's stupid looking run is actually based on how your parents dance at weddings

"Levels fly by like a whiny kid on a bike"



Green mingers: The poor fella is shocked to discover Charlie Dimmock's long-lost bra

background of the character is eschewed for bland re-interpretation.

ET's iconic status is one well earned. The '80s may seem like a long time ago, but back then he was a genuine superstar. But just because the character was first seen 20 years ago, doesn't mean the gameplay should hark back to then. This game's stuck so far in the past it could go see its own movie premiere.

● Craig Pearson

## VERDICT

Official UK  
**PlayStation**  
Magazine

● **GRAPHICS** 3  
Bland, jerky and ugly too

● **GAMEPLAY** 4  
'80s style rubbish

● **LIFESPAN** 3  
Shorter than the alien himself

**OVERALL**  
Old-fashioned in a bad way. Y'know, before gameplay was invented

**4**  
10



RELEASES  
MAY  
2002

S W E D I S H P R E C I S I O N

# ENGLISH PASSION

It's coming home... **Sven-Göran Eriksson's World Cup Challenge** is a fast paced, 3D footy game which gives you the chance to bring the most prestigious title in international football back to home soil!

Or perhaps you're a would-be Sven? **Sven-Göran Eriksson's World Cup Manager** allows you to manage the England squad in friendly games, through the gruelling European qualification stages and, ultimately, to the World Cup Finals tournament itself.



PSone™

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ANCO 3DO

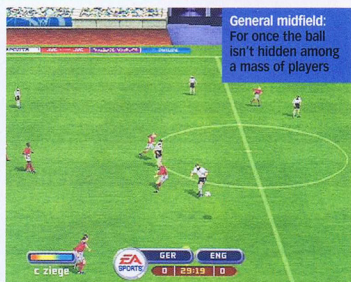
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# REVIEW

## FIFA World Cup 2002



# FIFA WORLD CUP 2002

## THE FACTS



OUT APRIL 26  
PRICE £30  
PUBLISHER EA  
DEVELOPER EA CANADA  
AGE RATION NONE  
PLAYERS ONE TO EIGHT  
TEL 01932 450 000

## OR YOU COULD TRY...

ISS PRO EVOLUTION 2  
OPM69 10/10  
The best football game ever

DAVID BECKHAM  
SOCCER  
OPM79 7/10  
Fun arcade style footballer

## England's World Cup hopes rest with a Scotsman and a joypad...



**FIFA is one of the true icons of PlayStation**, kicking-off at the console's birth and selling more copies than there are luxury cars in the Manchester United car park. But, unlike those luxury motors, *FIFA* is in need of a massive tune-up.

Passing. It's a simple concept, but it's *FIFA*'s main flaw. The uncontrollable midfield battles resemble pinball games as the ball zips and ricochets its way through a cluttered mass of players. The crisp passing game you want in professional football is absent. Instead there's a difficult control system that removes any skill involved and replaces it with frantic button-bashing and dumb luck. The biggest problem with this is you can't build an attack with any great foresight. Any thoughts you have of

creating a wonder goal – swiftly knocking the ball up field, flicking between players in a one-touch masterclass before beautifully curling it past the despairing fingers of the opposition goalie – is destroyed. You're more likely to get two passes in before a mass collision happens and you're left scrambling for possession. It feels far too random.

There's a further example of *FIFA*'s poor control system: you still have to tap the sprint button to go on an extended run. It's a system *FIFA*'s had since the start. The problem is it makes it easy to speed through a prone defence. It also makes any skillful manipulation of the joypad buttons amazingly difficult, as all your concentration is on the relentless tap-tap of the **△** button. Sure, leaving defenders for dead looks good, but the number of footballers



in the world who possess such skills numbers about ten; in *FIFA* you can even take the goalie past the opposition!

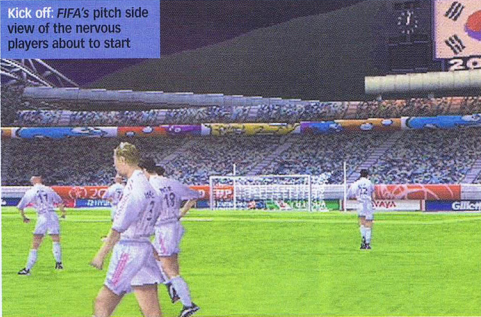
Graphically, *FIFA* lost a lot of its eye candy status when it made the move to the new passing system in 2002. Amazingly, it looks worse now than it did two years ago! That must be a first, surely!

It's not all bad news, though. The main appeal of *FIFA* is its pick-up-and-playability. Obviously the main aim of the game is to win the World Cup, but it's far easier to grab a team

**"FIFA plays more like a basketball game – end-to-end running, massive high scores and long dribbles"**



Kick off: FIFA's pitch side view of the nervous players about to start



Manly love: The only time men feel comfortable "expressing" themselves



Star man: The one with the starfish on his head



Man on: The all-follow-the-ball move FIFA loves

and have a kick-about for a bit without faffing about on the menus and settings. The teams are fairly well set up and choosing France really does make a difference over choosing Tunisia. The game provides for the ignorant with star-player indicators – if you choose one of the World Cup's less glamorous sides, one that you know nothing about, you'll be able to tell who the strongest players are by the little star above their head. It does make a big difference.

YOU CAN...



### ● TAKE ON THE WHOLE WORLD

Play as any of the World Cup teams or force your way in with one of the non-qualifiers, like Scotland, and fulfil the dreams of a countryman by wrapping your glove holders round the World Cup.

### ● PLAN AN A-TACTIC

FIFA World Cup 2002 lets you fool around with the tactics and strategy of the teams. It's good to have a look at this feature so you can plan out for the game ahead. In FIFA, the most important attribute is pace – it's best that all your players are speedier than a hare in a hurricane.



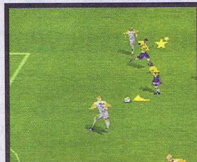
Holst choice: Too many choices for the poor goalie



## △ Drool and dribble

Although totally unrealistic, running with the ball in FIFA can be lots of fun. And it's very effective too. The best way to get past the defence is to cut in from the wings after feinting a cross and blast △ to accelerate past. Weaving with the analogue controls you

should be able to make your way into the box. Now's the time to take a deep breath, calm your nerves and pick your spot, high past the goalie. The more power you can muster when you shoot in the box the better your chance of scoring.



**Attack!** The defence is splitting apart like the Red Sea in a particularly harsh drought



**Dodge City.** The merest wiggle of his snake-like hips and he's past the hapless defender



**Shoot!** A thing of beauty, the crowd rises to its feet as the keeper submits to his fate

Also it's the World Cup, innit, so there was a giddy thrill in this Scotsman's heart to see his countrymen heroically get past the second round for the first time ever.

It's cliché time, "At the end of the day" FIFA plays more like a basketball game – end-to-end running, massive high scores and longer dribbles than pre-schoolers in a toy store. Now that's not necessarily a bad thing. It caters to the casual gamesplayer more than *Pro Evolution 2* does, and the game's usual massive scorelines make it far more entertaining if all you want to do is stick the ball in the onion bag. But if you're looking for football warts-an'-all, tactics, nil-nil draws and thoughtful build-ups then it's not the game for you.

● Craig Pearson

## VERDICT

Official UK  
**PlayStation**  
Magazine

● **GRAPHICS 6**  
Too small and too damn ugly

● **GAMEPLAY 7**  
It's FIFA 2002, which isn't saying much

● **LIFESPAN 5**  
It'll last as long as Sven's boys

**OVERALL**  
Random and frustrating.  
For casual football game fans only

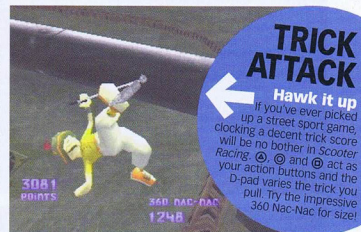
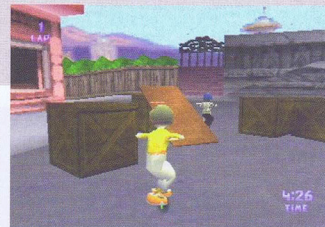
**7**  
10





# REVIEW

## Scooter Racing



# SCOOTER RACING

Last year's annoying craze becomes this year's annoying game

## THE FACTS



RELEASE DATE **NOW**  
PUBLISHER **UBI SOFT**  
DEVELOPER **VISION**  
SCAPE **INTERACTIVE**  
AGE RATING **NONE**  
PLAYERS **ONE OR TWO**  
TEL **0870 800 6160**

## LIKE THIS? TRY THESE...

**MAT HOFFMAN'S PRO BMX**  
(OPM72 9/10)  
Top two-wheeled trickery

**FREESTYLE SCOOTER**  
(OPM70 6/10)  
More micro scooter action



**Remember micro scooters?** Of course you do, last year's biggest fad and the most useless form of transport since the horse-drawn ocean liner. With the two-wheeled ankle breakers now consigned to garden sheds by the thousand to make way for the latest craze – pogo sticks, we're reliably informed – Ubi Soft isn't so much missing the boat with *Scooter Racing*, rather it's still stuck in last year's holiday traffic.

The game is a follow-up to the passable *Razor Freestyle Scooter* (OPM70 6/10). *RFS* was developed by Shaba Games, the outfit responsible for bringing us *THPS 2* and *3* and *Grind Session* (OPM62 8/10). Although Shaba is missing from the developer credits this time, its influence is easy to spot. The riders pop big air tricks from obstacles and you can mix up the grinds in true Hawkesque fashion. While lacking

the intensity of other street sport games, bombing around pulling Body Varials and Tailwhips is still a good crack.

But as the title suggests, *Scooter Racing's* main concern is with racing and this is where the game falls over and snaps a limb. The racing is less appetising than a service station helping of haddock and chips, if not for its lack of pace or tension then for the naff CPU AI. Fall off just once you swines!

There are three teams to choose from and you take one of the members through nine uninspiring levels that are spread over three environments – Grunge, The Mall and LA. There are three separate challenges for each environment. First, you'll need to successfully complete a time trial. Lick this and you'll qualify for a three-person race on the same circuit. Win this and you'll unlock a scoot park. And so on.

There are bits and pieces to unlock along

the way including new team members, but aside from the time trial levels – where you can really go to town racking up points – the game is just too shallow. The real multi-spanner in the works though is the two-player mode – no split-screen wheel-to-wheel excitement here folks, you actually take it in turns to race. Jeez, perhaps it's time for *Extreme Pogo*.

● Nick Ellis

## VERDICT

Official UK  
**PlayStation**  
Magazine

● **GRAPHICS 6**  
Cheery with nice trick animations

● **GAMEPLAY 5**  
Fun trickery but dreary racing

● **LIFESPAN 5**  
Plenty to do if you can stand repetition

**OVERALL**  
Bland levels and dull racing mean there's little to recommend this



**"No split-screen wheel-to-wheel excitement here folks, you actually take it in turns to race"**



## TM

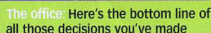
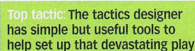
COMING SOON



PlayStation 2

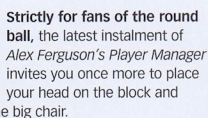


Let's be frank, loading times are major in AFPM 2002 so we suggest you go and put the kettle on and return with mug in hand. Nope, this isn't a joke... we're serious!



**"Do I not like that?" is thankfully a phrase you won't hear regarding *AFPM 2002***

**PREMIER MANAGER**  
2000  
**OPM57 6/10**  
Sky Sports lookalike but on the shallow side



AFPM 2002 uses a new game engine from the PlayStation 2001 incarnation. However, like that incarnation it has a major annoyance that we may as well deal with immediately. We call it an annoyance, rather than a problem, in that it doesn't actually affect the game itself but it could have an effect on your enjoyment of the game. That problem is loading times. They're long... very long. However, the *really* long loading times (or maybe that should be called updating times) occur when the game has to update data across the board – such as when you move on to another day. The game has hundreds of stats and figures for hundreds of clubs and players, and as “game time” moves on, well, it all has to be accounted for.

So long loading times are inevitable, but remember that even the Holy Grail of footie

**Stat city.** You name it, it's here – every stat you ever wanted on your players

[illegible]

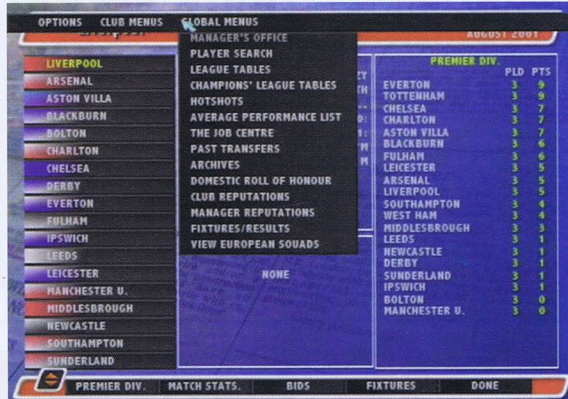
management – *Championship Manager* on PC – has similar issues. Looking at *AFPM 2002* from this perspective, and given the impressively huge amount of data that's being processed,

we feel that the loading times are just part of the beast that is footie management and as such they're acceptable.

In fact, the guilty party behind the loading times is what makes *AFPM 2002* shine so brightly – data, shed loads of the numerical stuff. It really is all-encompassing and it's all for a reason directly linked to managing your chosen team (note, we're not interested in how much the burgers cost). You can take on the mantle of a club from the Premiership down to Division 3, while European clubs have full rosters for your perusal in the hope of luring someone from the continent to bring that certain je ne sais quoi to your team. Those who crave accuracy will be happy to know that the squads are pretty much bang up-to-date –

**"Those who crave accuracy will be happy to know that the squads are pretty much bang up-to-date"**





Going global: From this menu you can take a gander at what's going on outside your club, plus you can go global to search for star players

Xavier is on the Liverpool team sheet, for example. Full seasons are accurately mirrored, so if you're in charge of a top-flight team, you can expect a crammed season with all the cup fixtures (including European ventures) to really test your resource allocation skills. It's not for the faint-hearted.

And this gives a fair estimation of the game as a whole. Developer Anco has admirably crammed the game full of necessary options and data with a keen eye for detail. There is, however, one obvious omission. Unlike earlier incarnations in the *Player Manager* series, this instalment doesn't have an individual player training programme. There is a neat team training mode but due to memory constraints the individual trainer had to be omitted, which is a pity.

Navigating your way around *AFPM 2002* is still initially fiddly (the norm for management sims) but fairly quickly the shortcut shoulder buttons make it all second nature and you'll be able to concentrate on decision making rather than "fighting" menu screens. Speaking of

## YOU CAN...



**SEARCH FOR A STAR**

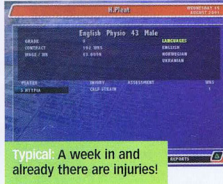
One of the best elements of any footie manager simulation is getting your hands dirty in the transfer market. *AFPM 2002*'s search engine is comprehensive, with plenty of parameter options so you can tailor the search to meet your needs. We wanted a right-side midfielder of a specified age range. The obvious choice was Beckham. Needless to say, 15 million was considered an insult and we bombed out. Bummer.



Go on, son! Different camera angles are selectable in watch mode



Hire and fire: Teams need specialists, so check them out before hiring



Typical: A week in and already there are injuries!

which, as you're looking at menu screens for the majority of the time, we're happy to report that the redesign has a fresh look and greater accessibility. In short, once you're familiar with the game's navigation, you won't notice it as you become engrossed in the surge for team excellence and begin carving out those all important wins.

The *LMA Manager* series would be the first port of call for those gamers wishing to dabble in a more user-friendly management simulation. But if a purist approach of facts, figures, tactics and decision-making is what you want from your footie sim, *AFPM 2002* could well be the game for you. And at £13 it's an absolute steal.

Mike Jenkins

# REVIEW

Old red nose is back!



## The boy's got vision!

Don't be blind to the danger...

Alan Hansen doesn't much enjoy ball watching, as he reminds us every time he comments on a defence, but in *AFPM 2002* you need to watch the match to see where you need to tweak the team for the win.

### VISIONARY



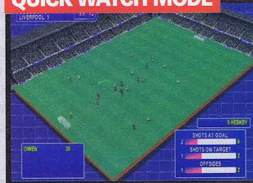
Three modes are available, and you choose one before the match begins. Once under way it's down to you to see strengths and weaknesses to exploit.

### SCANNER MODE



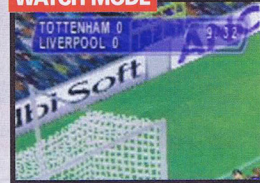
This has you watching a blitz of numbers flying around the pitch at 100mph. Although you can see patterns at times, it's not all that helpful.

### QUICK WATCH MODE



It's like viewing from a blimp, and patterns of play can be deduced with relative ease. Definitely the most useful of the views available in *AFPM 2002*.

### WATCH MODE



This is the close-up option and it does betray the fact that some of the AI leaves a lot to be desired. Still, it's the best mode to keep a close eye on one position/player.

## VERDICT

# PlayStation Magazine

● **GRAPHICS** 6  
Nothing amazing but easy on the eye

● **GAMEPLAY** 8  
Engrossing with great depth, if slow

● **LIFESPAN** 10  
Puts your life on hold... year after year

**OVERALL**  
Very comprehensive – one for the purist who takes it all very seriously







# REVIEW

## Air Hockey & Drag Stars

### THE FACTS



OUT NOW  
PRICE £8  
PUBLISHER MIDAS  
DEVELOPER MIDAS  
AGE RATING NONE  
PLAYERS ONE TO TWO  
TEL 01279 858 000

# AIR HOCKEY

Welcome to the world's fastest table sport



Yet another of those Midas Pocket Price titles rolls down the supermarket aisles and this one is, well, it's all in the title.

Yes, this is air hockey, a pixelated version of the only game you'll find in an amusement arcade that runs without flashing lights and a joystick. The game is simplicity itself. Arm yourself with a bat (or mallet, to give it its proper name), take one puck, one smooth table and try to welly the

puck into the opposition goal. Keep going until the time runs out and someone wins. Ta da!

Spicing things up are four curious characters to choose from as your on-screen persona and you can take them through a series of arcade mode matches. These freaky lads and lasses include the rugged Diesel Man and raunchy Space Queen and each has their own special move. Once a special has been activated, you're treated to a little light show, where the character comes at you in *Pokémon* fashion and you score an automatic goal.

That's about the size of things and while the game has a certain appeal, in a must-score-goals sort of way, it's as shallow as a paddling pool and less complicated than tying your shoelaces. While simple often equals top entertainment (see many of the Yaroze games), *Air Hockey* doesn't manage to hold your attention for longer than ten minutes without you succumbing to the urge to play something with more than two action buttons.

For more on the real-life game, try visiting [www.airhockeyinfo.com](http://www.airhockeyinfo.com), where a whole weird world of air hockey trivia awaits.

● Nick Ellis



Fever pitch: No, really, that's it. Really...

### VERDICT

Official UK  
**PlayStation**  
Magazine

- **GRAPHICS** 2  
Prehistoric 2D scrawlings
- **GAMEPLAY** 3  
Speedy, simplistic and briefly addictive
- **LIFESPAN** 2  
You won't want more than one session

**OVERALL**  
Good honest  
uncomplicated fun...  
for five minutes

**2**  
10



Crude toil: Diesel Man gets busy with his special moves



Whirlwind romance: These mini tornados appear occasionally to add to the 'tension'

### THE FACTS



OUT NOW  
PRICE £8  
PUBLISHER MIDAS  
DEVELOPER KUNG FU GAMES  
AGE RATING NONE  
PLAYERS ONE  
TEL 01279 858 000

# DRAG STARS

No, it's not about Lily Savage!



Getting a kick out of driving games is all about the giddy thrill at the spaghetti-fied tracks, the challenge being to keep on the road and speed past your

opponents. The thrill is in cornering, twisting the wheel just enough to hold onto the road and scrape through that mass of cars in front. In a racing game, corners equal good. Which is why a game based on the testosterone pumped world of drag-racing is a monumentally stupid idea.

No corners, you see. Not a one. Not even the merest hint of a curve, so the driving part is fairly academic. You hit the accelerator and

hope you've souped-up the car enough to get the edge on your opponent. If you do, you can win the other driver's car; if not, you could lose your pride and joy. There's potential in a game where the stats are everything – an RPG with cars in this situation could work. It's a shame, then, that the stats system in *Drag Stars* is non-existent. You can add to your car, but there's no tweaking or squeezing an extra few HPs from the engine. Nothing at all to keep you hooked.

Add to that a game engine that's rougher than an actual dragstar sans make-up and you have a dismal attempt at a game.

● Craig Pearson



Poor show: Coming second in a two-man race is nothing to be ashamed of! Stop laughing at me!

### VERDICT

Official UK  
**PlayStation**  
Magazine

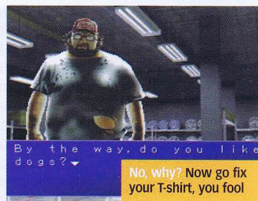
- **GRAPHICS** 2  
Uglier than a mongrel after a fight
- **GAMEPLAY** 1  
30 seconds in a straight line
- **LIFESPAN** 1  
30 seconds will do you

**OVERALL**  
Whatever you do,  
make sure you never  
ever buy this game!

**1**  
10



Race line: Appallingly this game is just one line



No, why? Now go fix your T-shirt, you fool



**TO BUY ALL OF THESE GAMES WOULD COST AROUND £180**

PlayStation 2



SQUARE-SOFT

FINAL FANTASY X

PlayStation 2



SPACE RACE

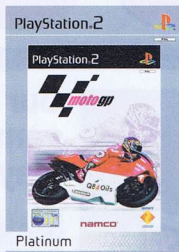
PlayStation 2



RALLY CHAMPIONSHIP



TAZ WANTED



MOTO GP

**WHY NOT TRY THEM ALL FIRST IN THIS MONTH'S ISSUE FOR LESS THAN £5.50?**



**PlayStation®2**  
OFFICIAL MAGAZINE-UK

**THE ONLY MAGAZINE WITH A PLAYABLE PS2 DEMO DVD.  
WHY NOT TRY BEFORE YOU BUY?**

**MAY ISSUE ON SALE NOW: £5.49** EXCLUSIVE **FINAL FANTASY X** REVIEW, **TOMB RAIDER: THE ANGEL OF DARKNESS** REVEALED, **METAL GEAR CREATOR HIDEO KOJIMA** INTERVIEWED, FIRST PLAY OF **SPIDER-MAN: THE MOVIE**, NEWS ON **BROKEN SWORD 3** AND MUCH MORE!





**TAT ATTACK**  
Can The Spam

**CHEATS DADDY**

of

# Justice

**Our Pledge**

To rid the world of all game turds

## THE ACCUSED



## OPM WHAT-A-STATE PENITENTIARY

**NAME:** *Drag Stars*

**CHARGE:** Takes racing games to the pits

Wow! The thrill of racing along a short straight road with no cars on it...



Our mission: to punish the worst new game of the month for crimes against PlayStation. It's time for rough justice...

### CASE FOR THE PROSECUTION



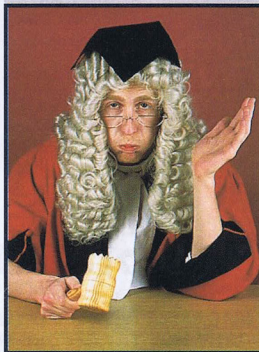
- STRAIGHTER THAN MICHAEL OWEN AND WITH CONSIDERABLY LESS PERSONALITY
- THERE'S NO DRIVING TO SPEAK OF YOU JUST HAVE TO HIT ACCELERATE
- MAKES LONDON RACER LOOK AS COMPLEX AS GRAN TURISMO 2
- IT'S THE DISABILITY BADGE ON THE WINDSCREEN OF PS1 RACING

### CASE FOR THE DEFENCE



- AT LEAST IT'S NOT ANOTHER KER-AZY KART RACER
- WE'LL THINK OF SOMETHING ELSE IN A MINUTE

## THE VERDICT



*Drag Stars*. You have fouled on the name of a great and venerable genre. Previously we thought that anyone could master a racer – all you need is a few tracks and some cars to race against – not any more. We were wrong, and so are you.

**"BRING ME THE CHEATS DADDY!"**

**Guilty!**



## THE DADDY AWAITS!



The Cheats champ says "Ciao". And then, "I'll ave ya, sunshine"

TODAY'S INSTRUMENT OF JUSTICE IS THE...

## CHEATS DADDY

As selected by Ashley Morris of Cornwall. He gets some gaming goodies and the fluff in the pockets of the Daddy's sheepskin coat



## DRAG STARS PREPARE TO MEET THY MAKER



MORNIN!



GEEZER!



EASY!



COME ON!



GOTCHA!



ROADKILL!

Special thanks to the Cheats Daddy who rearranged a day in court to help us out. Hope the case goes well Daddy...

## GAME CRIME - TOGETHER WE'LL SMACK IT

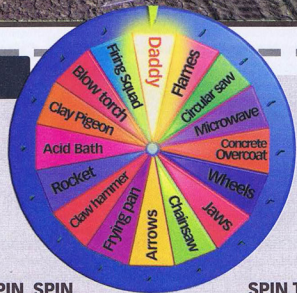
**VOTE NOW!** Select next month's weapon from the list below. If your name is drawn from our executioner's hood you'll win a prize and see your weapon in action!

- |  |                                       |
|--|---------------------------------------|
| <input type="checkbox"/> Flames            | <input type="checkbox"/> Frying pan   |
| <input type="checkbox"/> Hungry beast      | <input type="checkbox"/> Arrows       |
| <input type="checkbox"/> Microwave         | <input type="checkbox"/> Rocket       |
| <input type="checkbox"/> Concrete overcoat | <input type="checkbox"/> Acid bath    |
| <input type="checkbox"/> Cheats Daddy      | <input type="checkbox"/> Clay pigeon  |
| <input type="checkbox"/> Ninja             | <input type="checkbox"/> Rugby try    |
| <input type="checkbox"/> Rock God          | <input type="checkbox"/> Firing squad |
| <input type="checkbox"/> Fat bloke         | <input type="checkbox"/> Baseball bat |

Name

Address

Favourite board game



"SPIN, SPIN, WHEEL OF JUSTICE SEE HOW QUICK WE SPLAT THE TAT..."

Send this form to: Justice! OPM, 30 Monmouth St, Bath, BA1 2BW



# The Knowledge

YOUR GUIDE TO THE BEST PLAYSTATION GAMES EVER

THIS MONTH, **OPM** TURNS ITS ATTENTION TO THE ARCADE RACING GAME. STARTING WITH AN IN-DEPTH LOOK AT THE DADDY OF THEM ALL, **DRIVER**...

Night night: New York is undoubtedly the city that never sleeps

## DRIVER

If you haven't got this game yet... where have you been?

### THE FACTS



PRICE £10  
PUBLISHER INFOGRAMES  
DEVELOPER REFLECTIONS  
WEB [HTTP://  
DRIVER.GTA.COM/](http://driver.gta.com/)  
DEVELOPER.HTML  
BOX OFFICE  
\$150 MILLION  
UNITS SOLD TO DATE FIVE  
MILLION

### WE SAID...

**DRIVER**  
**OPM44 9/10**  
The drive of your life



**Pedestrians scatter everywhere** as your car gnaws around another sharp San Francisco block. The clock is ticking, your teeth are

gripped and you're trying to nudge in behind a civilian vehicle to avoid the kamikaze cop car heading straight towards you. Slam! You didn't make it.

Welcome to the wonderful world of *Driver*. The most atmospheric PlayStation arcade racing experience ever. Mixing a fairly simple gameplay mechanic (drive from point A to B) with seedy neon stylings from '70s TV and film classics, *Driver* shook up the racing genre forever.

Perhaps it was the unusual mission-based structure that did it. Picking from an array of missions on the answerphone certainly made everything seem to fit. You really did become Tanner, the undercover cop adrift in



**Cop that:** The boys in black and blue drive like utter loons. Get going!



a world of hoodlums. Or maybe it was just the flawless 3D that made it so brilliant. Or the chaotic streets that you had to negotiate. Or the edit-your-own-replays facility...

Whatever, we stick by our verdict in *OPM44*. For thrilling 180° spinning, handbrake-turning, lamppost slalomming racing *Driver* really is, er, the drive of your life. Go play it now – it's just amazing. ●

**"Welcome to Driver. The most atmospheric PlayStation arcade racing experience ever"**



**Getting wet:** The rain in *Driver* is so realistic you'll need a broly

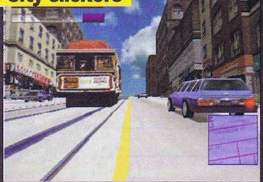
## The Best Bits Or to put it more simply, the features that make *Driver* great...

### Freakometer



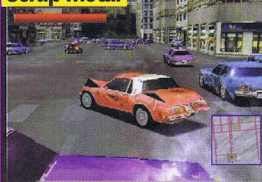
The missions in *Driver* are always entertaining – never more so than when you get to pose as a taxi driver in order to 'shake up' the mob's bent accountant Bernstein... Evil stuff.

### City slickers



New York, Miami, San Francisco and Los Angeles are all rendered so accurately in *Driver* that you could find your way through the real cities no problem. The game world is never less than superb.

### Scrap metal



While *Destruction Derby* had featured duelling cars already, *Driver* gets you scrapping with cops while weaving in and out of civilian traffic. It's an absolutely inspired twist.

### Stunt doubles



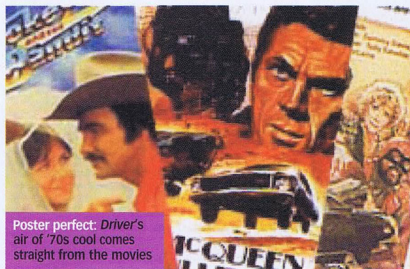
If the game wasn't perfect enough there are also excellent supplementary features – take the TV director replays mode. So good it's actually forming the basis of *Stuntman* – Reflection's next game.



## Vital Ingredients

OPM unravels the secrets of gaming genius... What's *Driver* really made of?

### Car Chase Movies

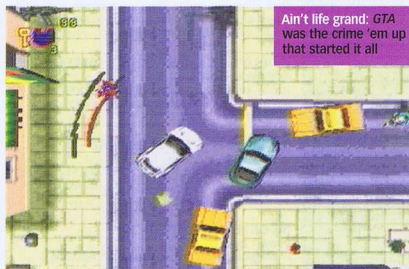


Poster perfect: *Driver*'s air of '70s cool comes straight from the movies

*Bullitt*, *The French Connection*, *Cannonball Run*, *The Blues Brothers*, *Smokey And The Bandit*... *Driver* borrows (all right,

flagrantly rips-off) classic moments from all these movies. Why hadn't anyone done it before, we wonder?

### Grand Theft Auto

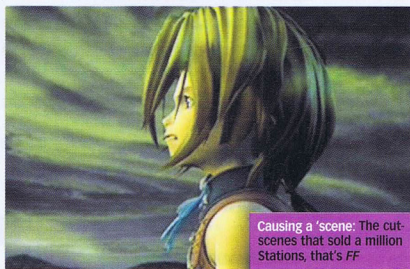


Ain't life grand; *GTA* was the crime 'em up that started it all

Cars, missions, illegal chicanery – would there have been a *Driver* without the *GTA* series? It's doubtful. It's just that *Driver* puts

all the emphasis on driving as opposed to blatantly running people over. Crime doesn't always pay, you know.

### PS1 cut-scene phenomena

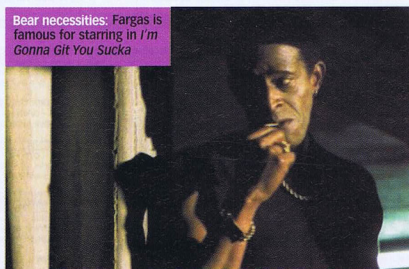


Causing a 'scene': The cut-scenes that sold a million Stations, that's *FF*

You'd imagine the *Final Fantasy* series to be as related to *Driver* as custard is to pasta. But you'd be very wrong. Without the trend

towards more cinematic games kick-started by *Final Fantasy* there would have been no *Driver*. Or many other games.

### '70s blaxploitation cool



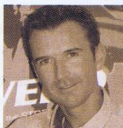
Bear necessities: Fargas is famous for starring in *I'm Gonna Git You Sucka*

To ram the retro style home even more, Infogrames even employed Antonio 'Huggy Bear' Fargas (star of *Shaft*, *Cleopatra Jones*

and *Starsky And Hutch*) to be the 'face' of the game in its telly advert as well as contributing to the voice acting.

## INTERVIEW

### Reflections head honcho Martin Edmundson talks us through the genesis of *Driver*...



**OPM:** *Driver* was such an original idea for a game – how did it come about?

We were messing about with a track called *Crossroads* in *Destruction Derby* and we figured that it would be really great to

make a game where the player got to choose which direction they wanted to travel in... This rapidly developed into a car chase game idea, as I had an unhealthy appetite for them as a kid.

**OPM:** Does your fascination with car chases as a child explain the '70s trappings?

Well personally, I think '70s cars look more interesting than modern American cars. Which

tend to be very boring. Also the 1970s was the heyday of car chases in the cinema.

**OPM:** Were you surprised at how well the game did when it was released then?

Many things have to be right for a game to do well. But I guess it came down to the fact that there are loads of people who love car chases. Watching a replay of a level is really quite like watching a TV car chase.

**OPM:** Is that cinematic aspect what you'd most like *Driver* to be remembered for?

And that the game handles well, looks good and is easy to pick up and play! Looking back on it now, the fact that it was an original unlicensed game in a world of sequels makes it special too.

## PlayStation TOP TEN

### RACING SIM

- 1 GRAN TURISMO 2**  
Sony – *OPM5* – 10/10  
What a game! Enormous racer that allows car enthusiasts to tinker endlessly.
- 2 COLIN MCRAE RALLY 2.0**  
Codemasters – *OPM57* – 9/10  
Rallying reaches new heights of realism.
- 3 F1 CHAMPIONSHIP SEASON 2000**  
EA – *OPM63* – 8/10  
The most recent incarnation of EA's super slick F1 title is also the definitive version.
- 4 FORMULA ONE 2001**  
Sony – *OPM7* – 9/10  
Sony's top grade sim of the ultimate racing sports mixes strategy and speed perfectly.
- 5 V-RALLY 2**  
Infogrames – *OPM47* – 10/10  
The rally purists' game – drive your charge into a heap, then fix it up and start again.
- 6 GRAN TURISMO**  
Sony – *OPM32* – 10/10  
The original incarnation of the best racing series ever. Still compulsive now.
- 7 LE MANS 24 HOURS**  
Infogrames – *OPM54* – 7/10  
A challenging experience for the devout.
- 8 MOTO RACER**  
EA – *OPM26* – 8/10  
A title which caters admirably for every conceivable type of biking experience.
- 9 TOCA WORLD TOURING CARS**  
Codemasters – *OPM62* – 10/10  
Bumper crunching thrills-and-spills action that captures the sports competitive nature.
- 10 V-RALLY**  
Infogrames – *OPM21* – 9/10  
Fine visuals and a plethora of tracks and cars combine in this tricky racer.

### ACTION-ADVENTURE

- 1 METAL GEAR SOLID**  
Konami – *OPM42* – 10/10  
The Best Game Ever? Probably, this secret agent stealth 'em up never fails to impress.
- 2 RESIDENT EVIL 2**  
Capcom – *OPM31* – 9/10  
The most intense survival horror ever.
- 3 SYPHON FILTER 2**  
Sony – *OPM57* – 9/10  
Testing blaster that borrows from *Metal Gear* et al but keeps its own personality.
- 4 BROKEN SWORD II: THE SMOKING MIRROR**  
Sony – *OPM27* – 9/10  
Story driven puzzle/adventure from clever Brit coders. Unputdownable.
- 5 RESIDENT EVIL 3: NEMESIS**  
Capcom – *OPM35* – 10/10  
Big budget zombie terror fest that brings the series to its terrifying conclusion.
- 6 TOMB RAIDER**  
Eidos – *OPM15* – 10/10  
It changed the PlayStation world forever and it's still essential.
- 7 ALONE IN THE DARK: THE NEW NIGHTMARE**  
Infogrames – *OPM72* – 9/10  
The series that made *Res* possible, this is sophisticated cerebral survival horror.
- 8 SILENT HILL**  
Konami – *OPM48* – 10/10  
Brilliant, thoroughly unpleasant action.
- 9 DUKE NUKEM: A TIME TO KILL**  
Infogrames – *OPM38* – 9/10  
Tomb Raider meets Doom in 3D romp.
- 10 LEGACY OF KAIN: SOUL REAVER**  
Eidos – *OPM43* – 9/10  
Gothic spectral shifting vampire adventure set on one huge level.

## Softography

What have Reflections ever done for PS1?



### DESTRUCTION DERBY

*OPM1* – 7/10  
**DESTRUCTION DERBY 2**  
*OPM13* – 9/10  
**DRIVER**  
*OPM44* – 9/10  
**DRIVER 2**  
*OPM64* – 10/10





# THE KNOWLEDGE

Where We Sort The Ferraris From The Fiats...

## PlayStation TOP TEN

### FIGHTING

- 1 TEKKEN 3**  
Sony - *OPM36* - 10/10  
The undisputed champion of the beat 'em up world. Totally without equal.
- 2 SOUL BLADE**  
Namco - *OPM19* - 8/10  
Ageing but still awesome weapon-based scrapper from Namco. Fantastic.
- 3 TEKKEN 2**  
Sony - *OPM11* - 10/10  
Graphically inferior to Tekken 3 but still a first rate pick-up-and-play title.
- 4 WWF SMACKDOWN 2!**  
THQ - *OPM66* - 9/10  
Not just the best wrestling game ever, but a great PlayStation game full stop.
- 5 STREET FIGHTER ALPHA 3**  
Capcom - *OPM44* - 9/10  
Lacks polish but this incarnation of the enduring series is tweaked to perfection.
- 6 X-MEN 2: MUTANT ACADEMY**  
Activision - *OPM76* - 8/10  
Solid fighter lifted above the pack of pretenders by its excellent characters.
- 7 MORTAL KOMBAT 3**  
Sony - *OPM62* - 9/10  
Not the genre defining series it once was but still extraordinarily playable.
- 8 BATTLE ARENA TOSHINDEN**  
Sony - *OPM1* - 8/10  
This weapons-based 3D punch up was a key early PS1 title which still impresses.
- 9 BIO FREAKS**  
Infogrames - *OPM37* - 7/10  
Biologically enhanced flying synthoids tear each other's limbs off. Not for queasy types.
- 10 BUSHIDO BLADE**  
Sony - *OPM29* - 8/10  
Squashier's attempt to revitalise the genre with realistic fighting is a real slug 'em up.

### PARTY/PUZZLE

- 1 SHEEP DOG 'N' WOLF**  
Infogrames - *OPM71* - 9/10  
Has adventure, puzzles and comedy visuals galore. Better than most cartoons, in fact.
- 2 HOGS OF WAR**  
Infogrames - *OPM60* - 8/10  
Surprisingly tactical spit-roaster that happily blends humour, action and depth.
- 3 PARAPPA THE RAPPER**  
Sony - *OPM23* - 8/10  
A rapping dog-baiter in the most original game ever. You gotta believe.
- 4 BUSTA-MOVE 2**  
Acclaim - *OPM8* - 9/10  
Addictive Tetris-style puzzle. A near legend.
- 5 MUSIC 2000**  
Codemasters - *OPM72* - 9/10  
Create your own banging tunes with this unique sampling software.
- 6 WORMS ARMAGEDDON**  
Hasbro - *OPM53* - 8/10  
The most sophisticated version of the endurably popular puzzle game.
- 7 BISHI BASHI SPECIAL**  
Konami - *OPM58* - 8/10  
A frantic button bashing party game. A must.
- 8 BUBBLE BOBBLE 2**  
Virgin - *OPM20* - 8/10  
Compelling classic game-play. Cute graphics. Great longevity. Nuff said.
- 9 MR DRILLER**  
Sony - *OPM63* - 8/10  
Fast, reaction testing arcade game.
- 10 VIB RIBBON**  
Sony - *OPM62* - 7/10  
Keep Vibri rabbit in time to music, in this bizarre wire-frame novelty title.

## 10 ARCADE RACING ESSENTIALS

Grab your leather jacket, your shades and any of the following...



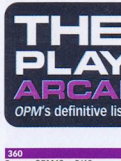
**CRASH TEAM RACING**  
Sony Score - *OPM33* - 9/10  
Slick comedy cartoon kart race. Features a splendid variety of tracks and a host of nutty creatures from Crash's world. Multiplayer ecstasy and a lot of fun.



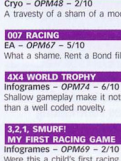
**WORLD'S SCARIEST POLICE CHASES**  
Activision - *OPM73* - 9/10  
Trashy US TV show in PS game shocker! A Driver-like cops and robbers game featuring an excellent two-player mode.



**WIPEOUT 3: SPECIAL EDITION**  
Sony - *OPM61* - 9/10  
As one of the first self-consciously cool PlayStation titles the series was always going to be a landmark but it still plays oh-so well.



**RIDGE RACER TYPE 4**  
Sony - *OPM53* - 9/10  
A gorgeous racer which walks the tightrope between arcade immediacy and Grand Turismo simulation with untypical verve. You need to play this.



**GRAND THEFT AUTO 2**  
Take 2 - *OPM75* - 9/10  
Top down crime 'em up which sees you peddling missions for the mob and running over pedestrians for points. In some ways it looks rather quaint now.



**DRIVER 2**  
Infogrames - *OPM53* - 10/10  
Mega ambitious sequel sees Tanner doing his stuff on foot, some more varied locations and tied the action sequences more tightly into a plot.



**DESTRUCTION DERBY 2**  
Psygnosis - *OPM53* - 9/10  
An early Reflections classic (see Sotography p53). Can be played as a straight forward-ish stock car racer or as a last man standing car battle thing.



**TWISTED METAL WORLD TOUR**  
Sony - *OPM13* - 9/10  
A JCB, an ice cream van and a tank are among the vehicles thrashing it out in this gladiatorial crash 'em up. Great locales and a solid two-player mode too.



**MUPPET RACEMANIA**  
Sony - *OPM58* - 9/10  
The most impressionistic, muppetational karting game on the PS1. It captures the anarchic humour of the series perfectly, making it a surprise classic.



**THE ITALIAN JOB**  
SCI - *OPM75* - 8/10  
It sticks to the plot of the film perhaps too closely, but there's no denying the pedigree of this racer. A highly enjoyable (and rather camp) romp.

OPM awards of distinction also go to *Circuit Breakers* (OPM33 9/10), *N-Gen Racing* (OPM59 8/10), *Micro Mania* (OPM57 9/10) and *Speed Freaks* (OPM49 9/10).

## THE A-Z OF PLAYSTATION ARCADE RACING

OPM's definitive list of arcade racers...

**300**  
Cryo - *OPM48* - 2/10  
A travesty of a sham of a mockery.

**007 RACING**  
EA - *OPM67* - 5/10  
What a shame, best a Bond film instead.

**4X4 WORLD RUGBY**  
Infogrames - *OPM74* - 6/10  
Shallow gameplay make it nothing more than a well coded novelty.

**3.2.1. SMURF: MY FIRST RACING GAME**  
Infogrames - *OPM69* - 2/10  
Were this a child's first racing game it would also be its last.

**PLANS RACE**  
THQ - *OPM26* - 7/10  
Pleasantly surprising. It has obvious faults, but is robust, smart and fun-filled.

**AQUA GT**  
Take 2 - *OPM68* - 6/10  
Different and challenging, if not exactly stylish boat racer.

**ANDRETTI RACING '97**  
EA - *OPM71* - 10/10  
The most tasteful licence ever? Probably.

**ATV QUAD POWER RACING**  
Acclaim - *OPM79* - 4/10  
About as much fun as dental work.

**AYRTON SENNA KART DUEL**  
Sunsoft - *OPM36* - 4/10  
Low quality, simplistic racer. Racy.

**BATMAN: GOTHAM CITY RACER**  
Ubi Soft - *OPM74* - 4/10  
Dermal, sets back PS1 gaming by years.

**BREMERMAN FANTASY RACING**  
Virgin - *OPM44* - 6/10  
No amount of tricks can make the awkwardness of your mounts.

**BUGGY**  
Gremlin - *OPM38* - 6/10  
Fun, but lacks the kind of polish modern games demand.

**BURNING ROAD**  
Funsoft - *OPM12* - 5/10  
Bland arcade-style title which aims at Ridge Racer and falls way short.

**CARMAGEDDON**  
SCI - *OPM54* - 3/10  
Hit and run ludism.

**CASTROL MONDA SUPERBIKE RACING**  
THQ - *OPM49* - 6/10  
Too difficult for a real racing fan, but if you love bikes you'll like this.

**CASTROL MONDA VTR**  
THQ - *OPM64* - 6/10  
Average but all told a poor show from a very promising licence.

**CHAMPIONSHIP MOTORCROSS**  
THQ - *OPM52* - 7/10  
Too hard for the majority but good knockabout fun nonetheless.

**CHAMPIONSHIP MOTORCROSS 2001**  
THQ - *OPM57* - 8/10  
Fast and instantly accessible but ultimately rather shallow.

**CHOCOBO RACING**  
Square/Sony - *OPM54* - 6/10  
Oresund kart racer featuring the irritating Chocobo creature. Appalling.

**CIRCUIT BREAKERS**  
Mindscape - *OPM53* - 9/10  
Addictive, clever, considered top-down racing. Best with four players.

**CRASH TEAM RACING**  
Sony - *OPM33* - 9/10  
Packed with powerhouses, top weapons and lots of modes. This is a pure blast.

**DEMOLITION RACER**  
Infogrames - *OPM55* - 7/10  
It's not going to set the world alight, but the gameplay is strong.

**DESTRUCTION DERBY**  
Sony - *OPM1* - 7/10  
Explosive car-and-smash racer let down by a few faults.

**DESTRUCTION DERBY 2**  
Sony - *OPM12* - 9/10  
A brilliant overhaul of the original.

**DESTRUCTION DERBY RAY**  
Sony - *OPM60* - 8/10  
31 tracks, 24 cars, upgrades for your motors and lethal crash modes. Brilliant.

**DISNEY WORLD MAGICAL WORLD RACING**  
Activision - *OPM61* - 6/10  
Entertaining, but a few design problems leave long-term value in doubt.

**DRIVER**  
Infogrames - *OPM44* - 9/10  
Gorgeous to look at and satisfying to play, this is a right-on perfect driver.

**DRIVER 2**  
Infogrames - *OPM44* - 10/10  
Great plot, ferocious action and beautifully matched sound and music. Dazzling.

**DUKES OF HAZARD: RACING AT HOME**  
Ubi Soft - *OPM60* - 6/10  
Weak game based on a TV show that deserved a lot better.

**DUKES OF HAZARD 2**  
Ubi Soft - *OPM72* - 3/10  
Same as the first game, but also indolent and flawed in its own right.

**EUROPE RACER**  
Koch - *OPM77* - 3/10  
We are not amused.

**EXPLOSIVE RACING**  
JVC Interactive - *OPM74* - 6/10  
An enterprising, albeit short-lived, race down by a lack of two-player mode.

**FORD RACING**  
Empire - *OPM71* - 1/10  
Laughable in every respect.

**FORMULA KARTS: SPECIAL EDITION**  
Ubi Soft - *OPM27* - 7/10  
Great little racer, works as a sim and an arcade experience.

**FREESTYLE SCOOTER**  
Ubi Soft - *OPM70* - 6/10  
An enterprising, albeit short-lived, race down by a lack of two-player mode.

**FUTURE RACER**  
Midas - *OPM77* - 4/10  
You can pick up Wipeout for £2 more.

**GP CHALLENGE**  
Midas - *OPM77* - 6/10  
Thrills and spills but no frills in this licence-free GP cheapie.

**GRAND THEFT AUTO**  
Take 2 - *OPM75* - 9/10  
Graphics are unimpressive but an impressive game nonetheless.

**GRAND THEFT AUTO: LONDON 1969**  
Take 2 - *OPM68* - 7/10  
Add-on pack for owners of GTA that gives you some '60s-style missions.

**GRAND THEFT AUTO 2**  
Take 2 - *OPM75* - 7/10  
Does nothing new, but fans of the original will like it.

**HARDCORE 4X4**  
Gremlin - *OPM14* - 7/10  
An original off-roader which suffers due to tight, restrictive controls.

**HOTWHEELS EXTREME RACER**  
THQ - *OPM76* - 4/10  
Nothing groundbreaking but fun.

**HOT WHEELS TURBO RACING**  
THQ - *OPM54* - 5/10  
There are far better games out there.

**HYDRO THUNDER**  
Midway - *OPM63* - 7/10  
A wonderful combination of rather ace water based racer.

**JET RACER**  
Midas - *OPM73* - 2/10  
SCQ = *OPM75* - 8/10  
Based on the jet, this mission-based driver is sporadically brilliant.

**ITALIAN JOB THE SCQ**  
SCI - *OPM75* - 8/10  
Based on the jet, this mission-based driver is sporadically brilliant.

**KILLER LOOP**  
Ubi Soft - *OPM68* - 4/10  
Wipeout instead.

**LEGO RACERS**  
Legg - *OPM52* - 6/10  
Build the car as much fun as the racing, but it's not a good thing.

**LEGO RACER RACERS**  
Legg - *OPM56* - 6/10  
A rag bag of clever ideas that never gel.

**LE MANS 24 HOURS**  
Infogrames - *OPM54* - 7/10  
One for the discerning racer who cares more for racing than surface sheen.

**LOONEY TUNES RACING**  
Infogrames - *OPM57* - 4/10  
Lays game development. Very bland.

**LONDON RACER**  
Koch - *OPM66* - 1/10  
Shockingly bad.

**MAX POWER RACING**  
Infogrames - *OPM54* - 7/10  
A feels unfinished and slightly slapdash.

**MICRO MACHINES V3**  
Codemasters - *OPM18* - 9/10  
Cute, addictive, dippy racing action with long lasting appeal.

**MICRO MANIAKS**  
Codemasters - *OPM57* - 9/10  
Your mates will come round with a multitap and you'll never rest again.

**MILLE MIGLIA**  
SCI - *OPM68* - 6/10  
Enjoys every inch but has average spray painted all over it.

**MONACO GRAND PRIX**  
Ubi Soft - *OPM68* - 5/10  
Mind to get off the starting grid.

**MONSTER RACING**  
Microdis - *OPM74* - 2/10  
Horrible Halloween themed racer.

**MOTORCROSS MANIA**  
Take 2 - *OPM74* - 7/10  
A decent start at motocross and dirt cycle racing.

**MOTO RACER**  
EA - *OPM26* - 8/10  
Gets the adrenaline pumping, and keeps it flowing.

**MOTO RACER 2**  
EA - *OPM27* - 7/10  
Let down by many niggles and annoyances. Good, but not great.

**MOTO RACER WORLD TOUR**  
EA - *OPM76* - 6/10  
It's too blinkin' hard!

**MOTOR TOON GP2**  
Sony - *OPM72* - 8/10  
Gorgeous visuals and a wealth of courses but the handling's a bit shaky.

**MOTORHEAD**  
Gremlin - *OPM32* - 8/10  
A true adrenaline rush of a game, with a daring bundle of interesting ideas.





## The Five Most Rancid Racers



## Why I Love...

**Driver 2.** Well, it looks the biz and, more importantly, the thrill of the chase is top notch. It may not reach speeds that others do, but hammering around a cityscape, weaving in and out of all and sundry has never been bettered.

Mike Jenkins

If you want to tell us about a game you love then simply pen 40 words or so on the game closest to your heart and send them (and

a pic of yourself) to Why I Love... OPM, Future Publishing, 30, Monmouth Street, Bath, BA1 2BW. Or... OPM@futurenet.co.uk.

## Who You Gonna Call...

For all your gaming queries...

- **3DO** 020 7761 9300
- **ACCLAIM** 020 7344 5000
- **ACTIVISION** 01753 756 100
- **CAPCOM** 020 8846 2550
- **CODEMASTERS** 01926 814 132
- **DISNEY** 0161 827 8181
- **EA** 0870 243 2435
- **EIDOS** 020 8636 3000
- **EMPIRE** 020 8343 9143
- **EMI** 0700 4366 344
- **INFOGRAMES** 0161 827 8061
- **JVC** 020 7240 3121
- **KONAMI** 020 8582 5573

LEGO 08457 080 070

MICROIDS 01938 223377

NBAS 01279 858 000

MIDWAY 020 7528 4488

SCI 020 7585 3308

SONY 020 7859 5000

SONY PLAYSTATION

HARDWARE LINE 08705 998877

SQUARE 020 7291 5100

TAKE 2 0870 124 2222

THQ 01483 767 455

UBI SOFT 0870 800 6160

VIRGIN 020 7551 4222



### 007 RACING

EA - OPM58 - 5/10

A whole bevy of Bond cars, gadgets and film actors... completely wasted. Dodgily-coded Chrimbo rush release that had punters everywhere weeping.

### CARMAGEDDON

EA

Another keraty 'controversial' racing game that sets you out to puree pedestrians. Pity the cars handle like beached whales.

### DUKES OF HAZZARD 2: DAISY DUKES IT OUT

EA - OPM72 - 3/10

This *Driver*/Destruction Derby rip off is as inbred and bloated as Boss Hogg himself. Lazy and horrible.

### LONDON RACER

Koch - OPM64 - 1/10

Genuine contender for the worst game ever this embarrassing bad racer has sold by the inexplicable bucket load. Yes, it's cheap but lordy it's nasty.

### FORD RACING

Koch - OPM71 - 1/10

Imagine the thrill of driving a Ford Fiesta or a Ka round sluggish tracks with eye-watering pop up... Perhaps thrill is the wrong word.

### MUPPET RACE MANIA

Sony - OPM58 - 9/10

There's weeks of entertainment here for any Muppet-loving connoisseur.

### RUGEN RACING

Infogrames - OPM59 - 8/10

Requires total concentration and bags of patience, its Speed steps you dwelling on minor faults.

### NEED FOR SPEED

EA - OPM5 - 8/10

Rough around the edges racer with an undeniably high fun factor.

### NEED FOR SPEED 2

EA - OPM20 - 5/10

Includes all the faults of the first title, but removes the fun element.

### NEED FOR SPEED 3: HOT PULSE

EA - OPM33 - 7/10

Great if you love car chases, with the bonus of an excellent two-player mode.

### NEED FOR SPEED: ROAD CHALLENGE

EA - OPM46 - 8/10

Entirely playable, even if doesn't have the power to compete with Ridge 4.

### NEED FOR SPEED: PORSCHE CHALLENGE

EA - OPM59 - 8/10

Inventive use of a licence and nice finishing touches.

### NICKTOONS RACING

Infogrames - OPM74 - 1/10

Crash characters in slow moving go-karts. Utter drivel.

### OFF WORLD INTERCEPTOR EXTREME

BMG - OPM4 - 5/10

This is combine the 'shoot 'em up' and the racer and fluffs both.

### FENNY RACERS

Sony - OPM14 - 5/10

Cutey car race that lacks that elusive 'oh, dear' feel. Abundantly average.

### FLAM CRASH

Project 2 Interactive - OPM48 - 2/10

Expand loads of effort for little reward.

### RAY TRACER

Sony - OPM21 - 7/10

A fine arcade-style experience, which doesn't last long enough at home.

### BLADE GUN

Acclaim - OPM43 - 4/10

Radio-controlled racer with brutal handling and an awful camera.

### CLIX RIVALENCE

Acclaim - OPM43 - 5/10

Lightweight racer with shabby graphics and awful multiplayer.

### RENEGADE RACERS

Interplay - OPM55 - 3/10

Deserves to be buried in the back garden alongside your Sinclair CS.

### RE-VOLT

Acclaim - OPM57 - 4/10

A disturbingly easy game which displays definite signs of having been rushed out.

### RIDGE RACER

Sony - OPM1 - 9/10

In its day the quintessential PlayStation racer... now a worthy budget racer.

### RIDGE RACER REVOLUTION

Sony - OPM5 - 9/10

Improves the visuals of the original but ironically doesn't build on the first game.

### RIDGE RACER TYPE 4

Sony - OPM45 - 9/10

If you're at all turned on by bikes then you'll get your kicks here.

### ROAD RAGE

EA - OPM2 - 4/10

Formula 1 style race that sounds like a medical complaint and is less fun.

### ROAD RASH 3D

EA - OPM34 - 7/10

Above-average arcade racer.

### ROAD RASH: JAILBREAK

EA - OPM59 - 4/10

Well past its sell-by date, lacking the nutrients of a half-decent modern racer.

### ROLICAUGE

Sony - OPM43 - 9/10

EA racing which offers many delights.

### ROLICAUGE STAGE II

Sony - OPM57 - 9/10

Racers don't get more exciting than this.

### RUSHDOWN

Infogrames - OPM41 - 3/10

Glich-ridden racer with little charm.

### SAK FRANCISCO RUSH

Midway - OPM17 - 4/10

Forget this and buy a decent racer.

### SCARS

Ubi Soft - OPM36 - 8/10

A great racing game that will give Circuit Breakers a run for its money.

### SEED STORM

EA - OPM55 - 8/10

Unpretentious and highly playable.

### SNO CROSS CHAMPIONSHIP RACING

EA - OPM42 - 5/10

A slick, fun and well-presented racer, but suffers a little in its difficulty.

### SOUTH PARK RALLY

Acclaim - OPM58 - 5/10

This effort has already been eclipsed by better karting games.

### SPEED FREAKS

Sony - OPM49 - 9/10

The concentration on gameplay is refreshing - all you want from a racer.

### SPEEDSTER

Sony - OPM19 - 5/10

Refreshingly different, but lacks the necessary speed and drive.

### SPORTS CAR GT

EA - OPM46 - 2/10

A dreary, unappealing racing game.

### STREET RACER

Ubi Soft - OPM31 - 7/10

Polished cartoon graphics and good, honest gameplay make this racer out.

### STREET SCOOTERS

Ion - OPM34 - 6/10

Freeform racer with great tracks but flawed execution.

### SUPERBIKES 2000

EA - OPM57 - 7/10

Fast, gratifying and fun for a while.

### SUPERCROSS 2000

THQ - OPM55 - 4/10

Falls as a racer due to poor design.

### SUPERCROSS 2001

EA - OPM70 - 5/10

We expect a lot more from EA.

### TANK RACER

Grolier - OPM44 - 6/10

Try to ignore the rather ugly face and have a long look at the fun-filled soul.

### TEST DRIVE 4

EA - OPM48 - 7/10

Fast and fun, but lacks depth.

### TEST DRIVE 4X4

EA - OPM40 - 7/10

Enjoyable off-road bumps and jumps, but can be frustrating.

### TEST DRIVE 5

EA - OPM40 - 6/10

Promises far more than it delivers.

### TEST DRIVE 5

EA - OPM59 - 4/10

Not even as good as its predecessor.

### TEST DRIVE: OFF ROAD

EA - OPM43 - 6/10

The single-player game is OK, but the two-player option is poorly designed.

### TOKYO HIGHWAY BATTLE

THQ - OPM19 - 7/10

Playable online with the (sole) best that you drive through traffic.

### TOYOTA MAJINEN RALLY

Europress - OPM35 - 6/10

Disappointing when compared to others.

### TOTAL DRIVEN

Ocean - OPM25 - 8/10

A huge variety in tracks and cars but doesn't quite work as a single game.

### TOY STORY RACER

Activision - OPM70 - 8/10

Addictive racer which is so much more than a quick movie licence cash-in.

### TRISTED METAL

Sony - OPM2 - 7/10

A crash and smash treat for two players, but rather dull for one.

### TRISTED METAL 2

Sony - OPM7 - 9/10

A veritable one-off. Stuffed with detail and thrilling, addictive action.

### US RACER

Koch - OPM43 - 4/10

The best of the series but still not great.

### VANISHING POINT

Acclaim - OPM69 - 8/10

A handsome blend of arcade action and real-life driving experience.

### VIGILANTE 8

Activision - OPM34 - 7/10

Enjoyable in two-player bursts and sharp. Second Metal 2's better, though.

### VIGILANTE 8: 2ND OFFENCE

Activision - OPM35 - 6/10

Offers little that's new or exclusive. You're better off sticking with Speed Freaks.

### WACKY RACKS

Activision - OPM44 - 4/10

Unlucky, technically poor cartoon racer.

### WIPEOUT

Sony - OPM1 - 8/10

Dazzling psychedelic racer set in the near future. Marvellous soundtrack.

### WIPEOUT 2007

Sony - OPM12 - 9/10

Improved gameplay and brilliant link-up option keeps this around of rivals.

### WIPEOUT 3

Sony - OPM10 - 9/10

The definitive futuristic racing game. The three year wait has been worth it.

### WIPEOUT 3: SPECIAL EDITION

Sony - OPM11 - 9/10

A collector's item. Essential if you're without any Wipeouts.

### WOODY WOODPECKER RACING

Konami - OPM66 - 3/10

A comic tragedy.

### WORLD'S SCARIEST RACE CHASERS

Activision - OPM73 - 9/10

A near *Driver*-batter that's a real breath of fresh air.

### WRECKIN' CRAWL

Textstar - OPM34 - 7/10

Pleasant change from smelly games. Not taxing, but fast and frantic.

### the Mindgap

If you're missing any issues of the mag, or want to get hold of an old demo, then just ring the number below...

CALL THE BACK ISSUES HOTLINE 0870 444 8655

Cost charged as normal national rates

## PlayStation TOP TEN

### PLATFORM

#### 1 APE ESCAPE

Sony - OPM47 - 9/10

Trouble, gadgetry and mischievous monkeys meet in the best PS platformer yet.

#### 2 SPIDER-MAN 2

Activision - OPM76 - 9/10

Longer and more frantic than the original, this Web-Slinging adventure is marvelously.

#### 3 SPYRO 2: GATEWAY TO GLIMMER

Sony - OPM52 - 10/10

The cutest PS1 character ever in a fantastic free-roaming adventure game.

#### 4 CRASH BANDICOOT 3

Sony - OPM49 - 9/10





## Official UK PlayStation Magazine Top stuff

### Best joypad



### DUAL SHOCK

PRICE £20 FROM SONY  
TEL 08705 998877 SCORE 9/10

### Best screen



### SONY MINI-SCREEN

PRICE 18A FROM SONY  
TEL 08705 998877 SCORE 10/10

### Best gun



### G-CON

PRICE £30 FROM NAMCO  
TEL 0208 324 6120 SCORE 9/10

### Best wheel



### SPEEDSTER 2

PRICE £50 FROM SONY  
TEL 08705 998877 SCORE 9/10

## Win all this!

To win this month's Top Stuff ring 09013 882279 and answer the following question:

Q: In what year was USA's Delta Force formed?

1. 1977
2. 1947
3. 1927

Hint: Delta Force feature on p.32!

You must call between 19/04/02 and 16/05/02. Calls cost 25p. Check with the bill-payer before calling. No purchase necessary. Usual rules apply (see page 100). The winners are drawn at random.



# Control Freak

"Oooh...lovely tasty hardware...mmm...ooooohh..."

## PRO-STICK

PRICE £20 FROM LOGIC 3  
CONTACT 0208 902 2211 OUT NOW



"Myyy, a Pro-Stick? Mmm, but what does the pro part mean, the Freak wonders?"

What indeed? Well, for your money you get the normal set of PS buttons and Dual Shock compatibility. It's a fighting game stick, so all the buttons are laid out flat on the board in an arcade fashion. They're all nicely spaced and stood the test of rigorous Tekken playing. You can also program button presses so you can make massive combos with the merest flick of a finger. What worries us is the flimsy joystick, which doesn't feel part of the unit. A little step up in the quality of the direction controller would see a big step up in the score. ● CF

### VERDICT

Official UK  
**PlayStation**  
Magazine

### OVERALL

So close, yet so far away. Ssshamefully burdened with a weakened stick

4



## DANCE MAT

PRICE £20 FROM LOGIC 3  
CONTACT 0208 902 2211 OUT NOW



"The body movesss to the beatsss. Help! I can't stop thrusssting and gyrratnggg"

Another decent addition the

PlayStation's slick, Flashdance wannabe peripherals. There's nothing to mark this out from the rest of foot tapping mats except a price that's cheaper than our production ed Claire Howlett's dress sense. At £20 it represents the quieter end of the brimming dance mat market. You can't go wrong with this one: its massive pad buttons are responsive and works as well as any of the others, even with OPM's light-as-a-feather Control Freak foolishly tap-dancing his way through Metal Gear Solid. ● CF

### VERDICT

Official UK  
**PlayStation**  
Magazine

### OVERALL

Worksss so well, I need a rest to relaxsss my hummingbird pulssse

8

## ALTEC 4100

PRICE £179.95 FROM ALTEC LANSING  
WEB WWW.ALTECLANSING.COM OUT NOW



"The bassss makesss me feel the mussic in my underwear. Ooh, it shakesss me up so very much"

Power is the main point of these lovely looking speakers. The bass whacks up the meaty grunts in fighting and shooting games. Drop yourself in the middle of a gunfight and the neighbours will think WW3 is on the way. The 70 watts of power adds to a game's ambience, sticking you right in the thick of it. Not only do they sound the part, they look so sexy that Nellis snuck off to Las Vegas and married them. ● CF

### VERDICT

Official UK  
**PlayStation**  
Magazine

### OVERALL

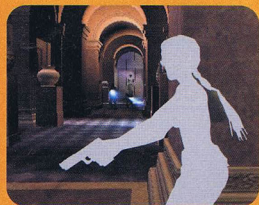
Luxury item, indeed. Only for the super riccch

8





# GETTING THE FULL PICTURE?



See what everyone else is just talking about – PSM2's stunning new DVD.

## FOR ONLY £3.99, YOU GET:

**PSM2 MAGAZINE**  
THE UK'S FIRST AND FINEST  
INDEPENDENT PS2 MAGAZINE.

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**PSM2 DVD**  
THE UK'S BIGGEST AND BEST  
DVD FOR PLAYSTATION 2.

Over TWO HOURS of PS2! This second-generation disc delivers more games and bonus extras than any other DVD.

# OUT NOW!

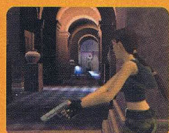
THE  
ULTIMATE  
DVD/MAGAZINE  
SYSTEM  
FOR PS2



**TEKKEN 4** – Exclusive review!  
**ONIMUSHA 2** – Exclusive review!  
**TOMB RAIDER** – First impressions!  
**TUROK: EVOLUTION** – Exclusive shots!  
**METAL GEAR** – Huge secrets revealed!



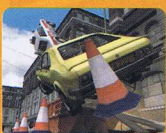
Amazing new look!  
Future hits revealed!  
Over 220 games reviewed!  
Loaded with special features!  
The most comprehensive disc!



**TOMB RAIDER:  
THE ANGEL OF  
DARKNESS**  
■ Find out what's driving the  
developers in our revealing  
"Making of" featurette.



**2002 FIFA  
WORLD CUP**  
■ First ever footage of EA's  
official game.



**STUNTMAN**  
■ Exclusive new trailer  
rammed with action.  
■ Exclusive behind-the-  
scenes access to the cinema  
ad film set.



**BRITNEY'S  
DANCE BEAT**  
■ World exclusive premiere of  
the Queen of Pop's first game.



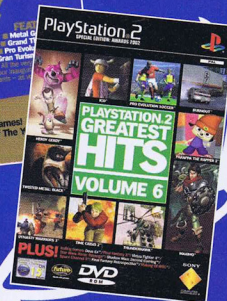
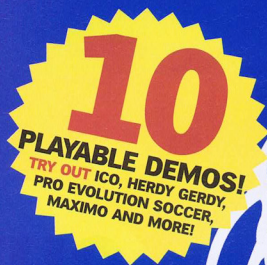
FROM THE MAKERS OF:  
**Official UK  
PlayStation  
Magazine**



# AND THE WINNERS ARE?

**Official PlayStation®2 Magazine invites you to the videogame event of the year in our Awards 2002 Special Edition!**

**Grand Theft Auto III, Metal Gear Solid 2 and all of PS2's biggest games compete across 20 categories in the only PlayStation 2 awards voted for by YOU!**



**GET THE BEST SEAT IN THE HOUSE  
FOR THE ULTIMATE PS2 CELEBRATION!**

**AT A NEWSAGENTS NEAR YOU FROM 11 APRIL**



Official UK

# PlayStation Magazine

# Extended Play

⬆ TIPS Ⓞ DEMOS ✕ COMPOS Ⓚ GAME CHALLENGES



## ByteBack

### Letters

New Man Of Letters, Mike Jenkins, accepts praise for our *Final Fantasy* feature and pacifies an angry *Quake II* fan .....**page 66**

### Text Maniac

We tri 2 werk owt wot ur on about .....**page 68**

### Subscribe

Save yourself a trip to the newsagent every month by having your copy of *OPM* delivered.....**page 88**



**Letters:** We humbly accept your feedback on our FF feature. It was great, wasn't it?

## Game Aid

### Top Game Tips

*Tony Hawk's Pro Skater 3*, *GTA 2*, *The Simpsons Wrestling* and your best Trade Secrets .....**page 70**

### Cheats Daddy

The Daddy dissects *FIFA 2002* and *Harry Potter* plus much more...**page 72**

### Official Masterclass

*Panzer Front Bis* and *Pro Evolution Soccer*...**page 74**



**Panzer Front Bis:** Eight pages of combat tips plus solutions to the new *Bis* missions

## Disc Inferno

### Top Demo

We've got a garage full of grade A racing games for you to thrash.....**page 89**

### Goal Of The Month

It's your last chance to enter *OPM's* favourite compo .....**page 99**

### Champions League

Where you put the *OPM* team to shame ....**page 103**



**Tanner-tastic:** Set your wheels spinning with *Driver*, just one of our class demos

## Compos

### Expensive Stuff

*BAM!* has given us a huge TV and *Dexter's Lab* goodies. You've got to be in it to win it.....**page 106**

### Win! Win! Win!

*Spider-Man* trappings including a skateboard and Web Blaster, plus *Monkey Bone* business ....**page 107**

### Crossword

Put your gaming wisdom and handwriting ability to the test.....**page 107**



**Screen test:** Win this huge telly and a bundle of loot in our big compo





- **SNAILMAIL** ByteBack, Official UK PlayStation Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW
- **SPACEMAIL** opm@futurenet.co.uk ● **JOY OF TEXT** 07764 175885

# ByteBack

First you love us, then you diss us, next you rant that we're throwing you dodgy advice! What in the Lord's name are you lot going on about!



## MAN OF LETTERS

Mad for it, that's Mike and game playing. And he'd love to hear your views on the mag and PS1 games, plus he's been known to clarify a point or two when asked. Keep him busy with your rants and views on [opm@futurenet.co.uk](mailto:opm@futurenet.co.uk)

## A FANTASY TOO FAR?

I was wondering why *Final Fantasy X* is only on PS2, as I really love *FF* and only have a PS1. Please, please do something about it!

— Lorcan Jones

Yep, we'd all love *FFX* to be on PlayStation but it simply hasn't the capability of running such an advanced game as *FFX*, much like *FFVII* didn't appear on a SNES but on PlayStation. It's a fact of life that nothing stands still in the gaming world and good job, otherwise

PlayStation would never have been developed in the first place! **OPM**

## A - Z AND BACK AGAIN

I'm surprised to see that your 'AtoZ' of games is not in the magazine anymore, as I've bought many RPGs on your recommendations. I'm not a young person but an OAP. My friend got me into games a few years ago and the *Final Fantasy* series is great. I've just finished *Vagrant Story* and want to know if we are doing a second version.

Heather Russel  
Kent

Good news, Heather, if you look at the Knowledge this issue you'll see our new AtoZ type approach to game genres. Over forthcoming issues we'll be covering all genres, leaving you in no doubt about which games to buy. With regard to

*Vagrant Story*, sadly there's no plans for another one. **OPM**

## NEVER TOO YOUNG?

I'm really interested in making PlayStation games and I'm wondering where I could go and if you could help me? I'm nine years-old.

Murdo Hugh  
Achiltibuie

Well, Murdo, you're very keen, focused and have already started acting on your future hopes, admirable qualities for any employer! That said, you're a wee bit young for Sony to take on at the moment, so the best thing to do is try your utmost at school to get a rounded education and then, in your teens you can focus on skills



**Job lot:** Getting a job in the games industry is possible. We did, so it can't be that hard!

that will help you in the games industry. If you want more information on the skills you need for a particular area of the games industry, a good start would be to get hold of a copy of *OPM80* and *81* as we did a massive two-part feature on just that. **OPM**

## HMM... SHORT OR WHAT?

After reading your superb review of *Final Fantasy VI* and seeing the price tag of only £10, I couldn't wait to get to the shops and buy it. However, I noticed that it had a normal case, as opposed to the double case used for PlayStation *FF* games. This obviously meant that there wasn't four discs, only two.

One would have to be the PS2 *FFX* demo, meaning, *FFVI* will only consist of

## STAR LETTER



**Evil eye:** Quistis gives us her sternest stare for getting our *FF*'s mixed up

## TOO MANY BABES?

I love you guys, love you, love you. Why? Because you keep giving me *Final Fantasy* and you brought me the ace news that *FFVI* is being released in the UK. Your *FF* history feature was brill, however, I think you are getting a tad confused with your foxiest ladies. For a start, Quistis is from *FFVIII* not *FFVII*. There is nobody called Dagger in *FFVIII*, Dagger and Garnet are both the same person, Princess Garnet, nicknamed Dagger in *FFIX*.

Michelle Donaldson  
Falkirk

Yes, quite a number of you picked up on our little 'keyboard slips' and you're right in what you say. However, to explain about Garnet/Dagger's double appearance in the Foxiest *FF* Lady poll, (cough...) some preferred Garnet (with long hair), while others plumped for Dagger (with her shorter hair style).

Further, as mentioned in Text Maniac (p.68), many of our female readers have pointed out there wasn't a poll for Sexiest *FF* Male. To rectify that for our female readers, send in your vote for the sexiest *FF* male (via text, e-mail or letter) and we'll let you know the results. **OPM**



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**NOVALOGIC®**



Star letter  
wins all this!





Surround yourself. Get some speakers to liven up your gaming

one disc. Does this mean it will be considerably shorter than the other three PlayStation titles? Or is it simply the fact that it is a re-release?

**Elliot McVeigh**  
Devizes

No and yes, respectively, are the simple answers to your questions, Elliot. Taking your last question first: being an older game, the level of graphical detail and special effects possible back then doesn't compare to later FFs. As such, the amount of room required to store the game's information is drastically reduced in comparison with later FF games, hence the one disc. So you'll be glad to hear that the game is a life consuming FF that takes a similar amount of time to complete (meaning doing all the sidequests and so on) as subsequent titles. **OPM**

### SOUNDS ABOUT RIGHT...

I am new to PlayStation and want to be able to run the sound through a set of independent speakers to the PlayStation. How can I do this, as I haven't got a hi-fi set up? I was told you can get special speaker set ups for PlayStation, is this information correct and where do I get them?

**D Banks**  
Norfolk



Indeed, there are specialist products to meet your need. Go to Control Freak (page 62) to see one of the little wonders. If these don't float your boat, we also did a whole feature on the best speaker set-ups in *OPM80*. Call our back issues mistress on 0870 444 8655 to get a copy **OPM**



Day dreams: What's a day among friends eh?

### LEAP OF FAITH?

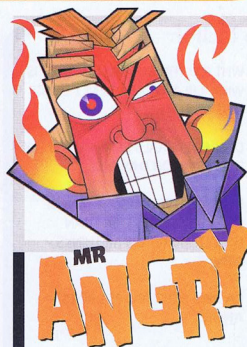
I am writing to inform you about a mistake on page 38 of *OPM82*. I noticed that it says that *Final Fantasy VI* is out on 29 February, but that's wrong as there isn't a 29 February this year because it isn't a leap year.

**Adam Brown**  
Lincolnshire

Well spotted, Adam, you get a brownie point for noting *OPM82*'s intentional, *ahem*, mistake! Still, it was released the day after the 28 February so hopefully it didn't cause too much confusion to you and the other FF crazy readers who ran out to buy a copy of this top game. **OPM**

### WRITE ON...

- **Classic games:** Should we namecheck game greats of days gone by if they are really hard to get hold of nowadays?
- **The Right Knowledge:** What do you think of our brand spanking new Knowledge section (p.58)?
- **Little Box Of Joy:** What's the best thing about the fab PS1?



### MR ANGRY

#### OOH, KEEP YOUR HAIR ON, YOU MENTALIST...

Where the sod is *Quake II*? Each month, you happily paste a delightful image of this 'top shooter' in the Knowledge section, which states 'here are the best blast 'em ups you can buy.' BUY! Shops, mail order companies and websites say the same - it's been cancelled.

My desire has driven me to present this demand - either explain where I can get a copy, or remove it from your Knowledge section.

**Daniel Kelly**  
Stockton-on-Tees

We gave publishers Activision a ring and they said, "we're setting up an online retail site which should be open soon, when it is [*Quake II*] will be freely available". Also, we logged onto the Net and found two copies of *Quake II*, so where were you looking Daniel? The question, though, is should we encourage readers to get games that may not be published any more? The second-hand market is thriving, generally accessible, and if that's where some of the best games are, we'd be remiss not to flag them up.

- **VENT YOUR SPLEEN...** Have we made you angry? Write to: **I AM MR ANGRY**, and post to the address on p.4.

**ANGRY-O-METER**  
HE'S SHOT AWAY!

## TheMightyBeard

DISPENSING WISDOM FROM HIS FIBROUS CHOPS, THE MIGHTY BEARD ANSWERS YOUR QUESTIONS...

Oi, Weird Whiskers Have you ever printed a walkthrough for *Metal Gear Solid* because I'm stuck and don't know where to go. Help! Matt, e-mail

Indeed, way back when the game was released - *OPM43*. But you won't be able to get a copy of this issue for love nor

money so try a website like [www.gamefaqs.com](http://www.gamefaqs.com).

He of only mouth and beard I have just a few questions I would like to ask you...

- 1) I've been told *Black & White* is coming out in September 2002, is this true?
- 2) Will Warhammer be releasing another *Dark Omen* game on

PlayStation?

- 3) Is there going to be a *Lord Of The Rings* game on PlayStation?
- 4) And what about *Planet Of The Apes*? Stephen Grimwade, Little Neston

So many questions from just one person! Looking into the whiskers of wisdom I see the following things:

- 1) Tis true, the revised release date of *B&W* is September.
- 2) Sadly I have to report that there appears to be nothing on the horizon in this regard.
- 3) PlayStation 2 will get a *LOTR* game but alas, not so for PlayStation 1.
- 4) *POTA* will be previewed in the very pages next month ahead of a May release...

## WE ALSO HEARD FROM

THE NAMES AND PLACES GATHERED IN *OPM*'S BULGING MAILSACK AND HEAVING INBOX

Carly R Crookes, Graham Sparrow, Brian Addison, Scott Jarvis, Rob Lee, Adam Brown, Tapuwa Sunga, Gregory Rayner, Josh Crofts, Dominic Johnstone, Toby Halfeld, Amy Cullen, Gary

Bean, Adam Thomas, Phillip Nicols, Chris Mott, Ann Baggs, Charlotte Fraser, Thomas Platts, Lee Batchelor, Scott Pirus, Alex Richardson-Lee, Ryan Sammut, Richard Wild, Rob Moody, Zak

Lang, Aaron Page, Dean Fal, Chris Bearman, Scott Wilson, Simon Marston, Michael Thory, Kevin Crosby, Nick Harding, Vernon Jones, Tony Thomas, Matthew Wooden, Stevie Kennedy...





# LETTERS

Your Text Messages

## STUFF U LUV

WHT R U THINKNG. PAJAMA SAM IS WICK. I PLAYD ON A DEMO. DON'T DISS MON - **BENNO**

DIY PERIPHERALS ROX! Y DID U TEX IT OFF? - **ROB DAYKIN**

HI I STILL LUV *DIABLO* IT MAY BE OLD BUT STILL BETTER THAN *PANZER FRONT BIS* METHINKS - **ATWAT**

DA MINI SCREEN 4 PS1 ROKS! - **ANON**

*SPIDER MAN* IZ DA SEXIEST - **JAKE**

*RES3* IS DA BEST SURVIVAL HORROR EVER!!!! *OPM* IS DA BOMB - **THOMAS PLATTS**

*GTA2* IS BRIL BUT THE FAT GUY AINT HALF UGLY - **EDD**

*MONSTERS INC* ROX AND THE GAME I WANT TO GET DESPERATELY - **LEWIS HOLIFIELD**

*MET GEAR SOLID* IS SO GOOD THAT I CANNOT PUT IT DOWN. - **SEAN**

*PRO EVOLUTION SOCCER* IS DA BEST GAME I HAVE EVER PLAYED. CAN'T GET ENOUGH. UR MAG RULES. - **WOODY**

STIL GOT DEMO *BROKEN SWORD 1* BUT NEVER BIN ABLE 2 GET GAME. THANX 4 *BROKEN SWORD 2*! HOPE TO GET ROUND 2 GETTIN THIS 1 B4 IT EXTINGT! - **JOHN, LEICESTER**

I THINK DAT *FIFA 2002* IS BRILLIANT. AND JOSEPH KING IS NOT DA ONLY 1 TO SCORE FROM DA HALF WAY LINE. ME & MY M8 HAV ALSO DUN IT - **ANON**

DA FULL GAMES UVE BEEN PUTTIN ON DA DEMOS DA LAST FEW MONTHS R FANTASTIC! KEEP UP DA GOOD WORK *OPM* - **LUISA**

WAHEY. GT *SYPHON FILTER 2* ON D PLATINUM RANGE AND I CAN SAY IT AS TKN OVA ME LIFE! ITS WICKED! :- ) - **DAS**

I THINK *LMA MANAGER 2002* RULZ THE WAVES, ALTHOUGH THEY COULD CHANGE DA STYLE FROM 2001 RATHER THAN DA STATS MAN - **ANON**



We got so mny txts about *FF* dat we 4t uwwood lke ta c exactly what all u maniacs have bin sayin about one of the bst gme series eva!

**TEXT MESSAGE**  
07764 175885

Snd us yr txt msg rwws

The *OPM* mobile never stops beeping - and we love it! Keep your texts coming and look out for lots more things to text us about next month.

We'll also be having some great prizes for the best very ones - but please put your name at the end of the message!

\*Please note that the number is for text messages only



**RPG bliss**

*FF* series: Name all the vital ingredients for an RPG and it's got the lot in spades

# FF'S DA BOMB

You say:

*FINAL FANTASY* KICKS SERIOUS BUTT!! I LOVE THE STORYLINES & THE FACT TH@ IT KEEPS ME OUT OF TROUBLE 4 HRS!!

G2D ON YA SQUARE - KEEP GOIN PLEZ!! - **CHEWIE\***

DA *FF*'S ARE DA BOMB! TA 4 ALL DA INFO IN ISSUE 82. GOOD LUCK WID GETTIN *FF* CHRONICLES. ITLL ROK! IM DEFINATLY GETTIN *FFVI* - **JOSH COOPER**

ITS GR8 2B PLAYIN *FF6* AFTA THE LONG WAIT. GR8 CINEMATICS AND DA FAMILIAR GAME PLAY WE LUV. DAT WOZ A COOL FEATURE *OPM* - **DAZZA J**



I THK THAT THE *FF* FEATURE WAZ EXCLNT. *FF* SERIES R THE BEST GAMEZ IN THE WORLD KEEP UP THE GOOD WORK. - **MARK CAUSEY**

*FF6* IS TOPS LIK UR FEATURE. D GRAFICS R NOT DAT GOOD BUT D GAME IS ACE - **TIM**

*FINAL FANTASY*... MMMMMM. VINCENT "DROOLZ", ZELL "SWOONZ", SQUALL... "FAINTZ" - **SAMMEH**

I GOT *FFVI* AND IT IS WIK! HONESTLY DONT LET ITS LOOKS PUT U OFF ITS DA BST RPG EVA! - **DAGGER**

CAN'T W8 4 *FFVI*! LOOKS GR8! THE *FF* FEATURE WPZ TOP! I'M GLAD SQUALL CAME IN SECOND 4

FAVE CHARACTERS! - **LAUREN LEONHART**  
*OPM*: A RELATIVE, PERCHANCE?

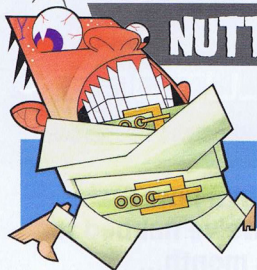
*FFVI* LOOKS BLOODY BRILLIANT BUT NOT AS GOOD LOOKIN AS *FFX*! CAN'T WAIT 2 OWN THEM! NICE *FF* FEATURE. SEPHIROTH KICKS ASS!!! - **SCOTT PIRUS, WINCHESTER**

DA *FINAL FANTASY* GAMES RULE! I WAS SO SHOCKED TO HEAR 6 WAS COMIN ON PS1 THAT I FAINTED IN EB! I LOVE YOUR MAG! - **JAMES**

I CAN'T W8 4 *FFVI*, 4GET THE GRAPHICS THE GAME SOUNDS G8, ITS ONLY A TENNER & YR *FF* FEATURE WAS WKD! - **GEMMA**







## NUTTERS' CORNER

### You say:

IS THERE ANY CHEATS? – **ADAM**

PULL MY FINGER... \*PARP\*... TEE HEE HEE! – **ANON**

WHAT ABOUT A GAME BASED ON DA QUEENS JUBILEE? – **PHILIP**

((((((-)) TURN THE PAGE AROUND AND U GET MARGE SIMPSON! – **ANON**

FUZY WUZY WOZ A BEAR. FUZY WUZY HAD NO HAIR. FUZY WUZY WASNT

FUZY WOZ HE? – **ROB'S & SCOOT :-)**

AND THE PINK MONKEY SAID, WHEEEEE!!! WELL I WAS UPSET TOO – **JAMES**

OH NO, THOSE BLUE MONKEYS AV GOT DA CURTAINS AGAIN. LOOKS LIKE IT'S MY TURN WITH THE SPATULAR – **CAB CAB**

MY SHOE SMELLS LIKE HAM, BUT THE MAN THAT LIVES THERE HASN'T COMPLAINED! – **DAVE C**

ROSES R RED, VIOLETS R BLU, I'M A SCHITZOPHRENIC, AND SO AM I – **MIO DA SHEEP**

NO MATTER HOW BAD THINGS GET, NOTHING CAN BE WORSE THAN BEIN USED AS A TOWEL RAIL! – **SIRTOYZ**



### DA LST WRD



Richard sez

1 frings 4 sure, u lot keep us laffing wiv ur crazy txts. We don't no which is funnier, txts sent to make us laff - the da double date poem - or txts dat r unintentionally funny like da reader who asked 4 'any cheats?' - a gme nme wood elp, not time! Now all we ave ta figur out is de we go ta da wedding or elp out splatlin doz blu miksays?

CLOUD & SQUALL R SOOOOOO CUTE SEXY! SEPHIROTH IS COOL, AERIS RULES I IDOLIZE ER, TIFA IS A UGLY SLAPPER 1 8 ER! – **KYLIE**

I LUV ALL DA FF'S DEY RULE, FF IS MY LIFE I WORSHIP FF ALL HAIL FF! UR MAG IS GR8 I LUVED DA FF FEATURE IF U DIS FF I RIP OUT YA HEART & FEED IT 2 DA DOG! PS TIFA IS A B\*SCH. PPS CLOUD & SQUALL – **R SXC**

I HAVE TO SAY WOT AN IMPACT UR FINAL FANTASY FEATURE IN ISSUE 82 OF UR BIRLLIANT MAG HAD ON ME. IT MADE ME START BUYING THE FF COLLECTION. WHOEVER PUT THIS ARTICLE TOGETHER SHOULD GET AN OSCAR OR BE KNIGHTED OR SOMETHING WELL DONE – **PHILLIP**  
**OPM:** THY WULD B NICK, THN

FFVI IS GONNA ROCK THE WORLD + PUCKER FF FEATURE. ME TINK I WET MYSELF – **ROBERT**

CAN'T WAIT FOR FFVI, GONNA BUY IT EVEN THOUGH I OWN THE GAME ON THE SNES, COS IT IS SO MAGICITE MUNCHINGLY GOOD – **DAVE, LEEDS**

FFVII RULES. CNT FINISH AS EX PNCHD TV - BMNR. SEND CHEATS DADDY TO SRT IM OUT – **JELLYBABE**

WHY DIDN'T U HAVE A CAT 4 SEXIEST MALE IN THE FF VOTES? MY VOTE IS ZELL FF8 – **ANON**

ANON IS WASTIN HIS MBILE MUNIE **OPM:** WAIT FOR IT... ANON (!)

HI I LUV FF8 IT IZ DA BEST GAME IN DA WORLD! THANKS SQUARE! I IZ A QUISTIS LOKALKEI I LUV ANYFING 2 DO WIV FF8 AND LUV UR MAG! – **LUV EMMAXXX**

## OR SIMPLY BOMBED?

### You say:

IN ISSUE 82, THE FF6 REVIEW WAS RUBBISH GRAPHICS AND IN EVERY FINAL FANTASY THERE IS ALWAYS 2 CHARACTERS NAMED BIGGS AND THE OTHER ONE IS WEDGE. CAN'T THEY THINK OF ANYTHING OTHER THAN BIGGS OR WEDGE! – **ANON**

SCRU FF6 WHEN IN HELL IS CHRONOCROSS GUNA GET ITS BUTT OVA ERE? – **ANDY STILLWELL**

FINAL FANTASY VI IS NOT VERY GOOD LOOKING AT UR REVIEW BUT FFX &

FFVIII R VERY GOOD – **PAUL EVANS**

HATE? HOW ABOUT FINAL FANTASY. TRY PLAYING A REAL GAME, LIKE THE SECRET OF MONKEY ISLAND – **LUCASTONES**

### DA LST WRD



Nick sez

Out of literally 100s of txts, only a smll minority were negative about the FF series itself (apart frm old-school graphics in da older games). Which jst shws how gr8 the FF series is an how good a job Squaresoft as dun our da yrs. Like da say, cant plez everybody an in gaming, nvr a truer wrd wuz spoken. Amen

## Rant On!

MY NAMES VIDEL (MICHELLE) + I WAS WNDERIN IF U WOOD LIKE 2 COME 2 MINE + GOHANS WEDIN? PLS! PLS! – **ANON**

DONT U THINK HOMER SIMPSON AND LARA CROFT SHOULD GET IT 2GETHER IT WOULD BE A GREAT GAME FOR THE OLDER PSONE OWNERS – **GLASSYB**

## STUFF U H8

I H8 FIFA! ISS KICKS FIFAS SORRY OO! – **DAZ**

MT HFFMNS SAD. SUCH CRP 2NY HAWKS REALLY COOL. SPIDER MAN SUX – **ANON**

THPS 3 IS RUBBISH – **DANIEL**

FINAL FANTASY IS CRAP! CRAP! CRAP! UTTER CRAP! – **ROB M**  
**OPM:** SO WHT R U TRYNG 2 SAY, ROB?

FIFA 2002! WUT IS RONG WIV DER LEGS? – **ELECTRICHEAD**

XMEN HAS SOME OF THE WORST FIGHTERS EVER THE CHEATS DADDY WULD AVE EM ALL ENY DAY – **JAY PARKES**

YEAH I THINK TONY HAWKS GAMES ARE BAD – **ANON**

I H8 CHEATS DADDY HE SHOULD GROW BOOBS COS HE'S A SISSY – **CHRIS BEARMAN**

RONALDO V-FOOTBALL IS UTTER \*%&! AND YOU GVE IT \*!%\*!\* 7/10! DA GRFICS R @!@&\*! AND SOWZ DA GAMEPLAY – **TOM PLEVEN**  
**OPM:** DNT LIKE IT MCH, THN, TOM?

MY FIREND FINKS DAT WHO WNTS 2 B A MILLIONARE IS GR8! HE IZ MENTL, ITS F\*\*\*\*\* S\*!! – **ANON**

007 RACING IS AS BAD AS JAMES CAREY'S HAIR! SORT YR HAIR OUT JAMES! – **JAMES WILSON**

I HATE VIB RIBBON IT IS SAD ID RATHER BUY A TICKET TO A GRANNY FARTING CONTEST – **GAZ**

WOT DA HELL WAS DAT GOD AWFUL MUSIC ON THE RUN OF DA MONTH VIDEO ON THE DISC? EVIL IT WAS – **THE GOOMBA KING**

## TEXT ON...

- **Who do you, luv, baby?** Due to high demand, here's a chance for ladies out there to text us on who they reckon is the sexiest male character in the FF series. We'll collect them up and let you know the top three
- **What games do you want tipped?** Keep sending in your most wanted cheats by txt - put 'ddy' at the beginning of your message
- **Poets Corner?** Text us with your own original game-related poems. We're not expecting Shakespeare here, keep 'em short, sweet and most of all, funny!



# GAME RAID

CHEATS TIPS GUIDES SOLUTIONS

## Top Game Tips

It's criminal how many cheats we've nabbed for you this month...

### Trade Secrets



#### TONY HAWK'S 2

Yo OPM! Here's a cheat for the Hawkster no 2.

Alex Placide, email

#### JET PACK MODE

To unlock the jet pack mode you must enter the following code at the main menu.

Hold **Ⓢ** and enter:  
↑ ↑ ↑ ↑ ↑ Ⓢ Ⓢ Ⓢ Ⓢ Ⓢ

If you entered it correctly, the dial should rotate once. Enter your game as normal, and you can press the **Ⓢ** button to gain altitude and release it to float back down. While you glide or get launched into the air, press and hold **Ⓢ** to hover.

The flight controls are:  
**Ⓢ**: Toggle jet blast on or off  
**Ⓢ**: Hover  
**Ⓢ**: Strafe left  
**Ⓢ**: Strafe right  
**Ⓢ**: Rotate left  
**Ⓢ**: Rotate right

## GRAND THEFT AUTO 2

HOW TO... RULE THE MOB AND DRIVE A TANK!



It's tough being a criminal. Oblivious public getting in the way, Sunday car drivers who can't find second gear and all those cops intent on nailing your lawless ass. Yep, a villain's life can sure be tough! Good job cheating's second nature then, eh? Below are plenty of cheats that even the most exacting crime lord would be proud of. The cheats are unlocked by accessing Play from the main menu and entering your Player Name as one of the following:

**10,000,000 POINTS:** BIGSCORE

**EASY MONEY - \$500,000:** MUCHCASH

**DEBUG SCRIPTS:** NOFRILLS

**SHOW COORDINATES:** WUGGLES

**MOST WANTED:** DESIRES

**TURBO MODE:** IGNITION

**MULTIPLIER X5:** HIGHFIVE

**DRIVE A BUS:** FARE

**LEVEL SELECT:** ITSALLUP

**ALL WEAPONS:** NAVARONE

**NO POLICE:** LOSEFEDS

**UNLIMITED ENERGY:** LIVELONG

**CHANGE RADIO STATION:** Press **↑** to change radio stations when driving.

**SECOND CONTROLLER DEVIANTS:** Put in the WUGGLES cheat to show

co-ordinates. You can now play around with the second controller besides using **Ⓢ** to toggle the co-ordinates on and off. Use the second controller to manipulate the gang's opinion about your popularity using **Ⓢ**, **Ⓢ**, **Ⓢ**. If cops start to chase you, use **Ⓢ** to get rid of them.

#### DRIVE A TANK

Although difficult, you can get to drive a tank. First, use the DESIRES, LIVELONG and NAVARONE cheat codes. Now use your arsenal of weapons to create total mayhem, ideally in a heavily populated area like a main road. When the cops show, blow up and hijack as many police cars as you can to hike your wanted level. Do likewise when the SWAT van turns up.

Keep up the carnage and tanks will start attacking. Now go nick one; not easy but possible. Once in a tank, you can rotate the cannon by holding **Ⓢ** and using the D-pad, and fire as normal.

Bear in mind you can still die amid the carnage, even with the LIVELONG code activated. And that includes when you're riding a tank. Therefore, it's best to destroy all the tanks but one (the one you're going to hijack, obviously) with the rocket launcher before attempting to run off with one, or they'll probably explode your wicked butt.

### Next Month

We get more requests for *Final Fantasy IX* than any other individual game, so we'll bust open those elusive side quests. And where exactly are all those Guardian Forces? You'll find out next month!

## TRADE SECRETS

Got a top cheat or a skill way of playing a game? Then send it to us and we shall print your genius for all to see! Goodies will be forthcoming for the tips that impress us the most!

Name \_\_\_\_\_ Address \_\_\_\_\_

My Tip is: \_\_\_\_\_

SEND THIS FORM TO: MY TIP WILL CHANGE YOUR LIFE, OR EMAIL US AT OPM@FUTURENET.CO.UK  
OFFICIAL PLAYSTATION MAGAZINE, FUTURE PUBLISHING, 30 MONMOUTH ST, BATH, BA1 2BW





# Official UK PlayStation

POWERLINE

The latest cheats direct from Sony's game brain

The official PlayStation Powerline holds a wealth of immediate gaming advice, all available at the touch of a button.

Can't see the cheat you want here? Give the Powerline a try. Just call the number opposite and press 0 to go to the game menu. Now key in the five-figure code printed at the top left of every game disc. If there are any cheats and tips for the game, you'll hear them here, so have a pen and paper ready. It really is that easy.

Call the Sony Powerline on **09064 765 765\***

\*Touch Tone-activated service. Calls charged at 60 pence per minute. Please seek permission from the bill payer before calling. Service provider: Telecom Potentials, PO Box 66, Cleveland, BS21 72X



CALL 09064 765 765

PRESS 0 FOR THE GAME MENU

PRESS # FOR THE POWER MENU

ENTER THE FIVE-DIGIT CODE FOUND ON YOUR GAME DISC FOR INSTANT GAME HELP

ACCESS THE SOFTWARE RELEASE INFORMATION SECTION

## TONY HAWK'S PRO SKATER 3

HOW TO... GET DECKED OUT IN LA



**First off**, you'll need to complete the "Grind The Electric Rail" task. If you haven't managed it already, this is how it's done. Head for the car wash entrance (the opposite side to the garages) and stand facing it. If you turn to the right, you will see a quarterpipe with a rail coming from it. This is the pipe you have to transfer off to get to the electric rail. Skate to the ramp and get a run-up. Hold **↑** as you jump so that you transfer rather than get big air. You want to leave the ramp going straight but at the right-hand side. When you're in the air hold **△** so you land on the rail in a grind. When you

reach the end, jump off it to the right and land in a grind on the right-hand edge of the block to which the rail is attached. Follow this grind onto the rail and balance all the way to the end to pick up the electric rail goal.

Now you're set to get the deck. Use the kicker ramp on the right side of the street that has been torn up by the electric rail grind. Jump from the kicker to the powerlines above it and to the right. Grind the powerlines until they end and jump off, aiming for the level on the building in front of you with the quarter pipe on it. Jump up that quarter pipe and ta da! a new deck is nabbed.



### Trade Secrets



**FINAL FANTASY VII**  
I found a really cool FFVII cheat. It's how to kill Emerald Weapon and it works really well.

Graham Sparrow, email

Equip Cloud with Mystile armour and Ultima weapon. Make sure he is over level 64. Now equip him with two Mastered HP Plus, Knights Of The Round combined with HP Absorb and Mime. Cloud should have 9,999 HP. Start the battle by casting Knights Of The Round; after it has finished, Mime it. Keep doing this until Emerald does his best attack – it should do 5,555 points of damage instead of the usual 9,999. The reason is that you have five materia equipped. If you re-arrange his best attack name [OPM – Aire Tam Storm] it'll [loosely] spell Most Materia. So the more materia, the more damage. Soon after he casts his best attack, cast Mime straight away! It'll cure you, because you have HP absorb. Keep casting Mime until he dies. And voilà, you killed Emerald.

### WORLD'S SCARIEST POLICE CHASES

To get everything, at the main menu press the following: **←, →, ↑, ↓, △, ○, □, ×**

Simon Watts, Cheltenham



### STAR WARS EPISODE I: THE PHANTOM MENACE

Got the blues with Episode 1? Then be jazzed by my crafty style!

Ashrak Baker, Blackpool

On the title screen, highlight option and press: **○, △, ←, →, ↑, ↓, ×, □**. Then hold **○** and **→** to bring up a cheat menu.

### SPIDER-MAN 2

On the cheat screen, enter a swear word and Spidey will appear and punch it.

Kasim Bryce, Manchester

OPM – Of course, we don't encourage such pursuits but we write it as you tell it.

### Help Wanted

In emergency do not break any glass just email or write us at the address on page 4 and mark letters 'Game Aid'

## THE SIMPSONS WRESTLING

HOW TO... WRESTLE LIKE HOMER



Still incredibly popular, the Springfield wrestling game featuring all your favourite Simpsons characters is just

begging for the Homer and Bart one-two – also known as cheat and well, damn it, cheat again! At the Press Start screen or the Pause screen, punch in the following cheat codes:

Bonus ring: **○, △, □, ×, ○, △, □, ×**

Unlimited health: **○, △, □, ×, →, ←**

Unlimited energy: **○, △, □, ×, ↓, ↑**

Multi-rope attack: **○, △, □, ×, ↑, ↓**

Mirror matches: **↑, ↑, ↓, ↓, ←, →, ←, →, ○, △, □, ×, ○, △, □, ×**

Play as Bumblebee Man:

**○, ←, ↑, ←, ↓, △**

Play as Moe: **○, ←, ↑, ←, ↓, △**

Play as Professor Frink:

**○, ←, ↑, ←, ↓, △**

Play as Ned Flanders:

**○, ←, ↑, ←, ↓, △**

Play as Itchy or Scratchy:

**○, △, □, ×, ○, △, □, ×**

Big Ape arena: **○, △, □, ×, ○, △, □, ×**

Big arm mode: **○, △, □, ×, ○, △, □, ×**

Big head mode: **○, △, □, ×, ↑, ↓**

Flat mode: **○, △, □, ×, ←, →**

No outlines: **○, →, ↑, →**

Funny credits:

**○, △, □, ×, ○, △, □, ×**

Display game completion date:

**○, △, □, ×**

Bonus match up:

**○, ↑, ↑, ↓, ↓, ←, →, ←, →**

The bonus match-up cheat can be done only at the Press Start screen. The phrase "Bonus Match Up" will appear to confirm code entry. Now you can play as Itchy and Scratchy, Kodos and Kang, or Burns and Smithers, as well as play in the arena of your choice.





**GAME AID**  
Oi...Slaaaaag...it's



"Cheatinz me biznes,  
if ya fink udderwise,  
I'll slap ya"

# Cheats! Daddy

He's the Daddy... the Cheats Daddy... mess, and you're in for a knuckling...

## HARRY POTTER AND THE PHILOSOPHER'S STONE

THIS LOT SHOULD PROVE MORE USEFUL THAN A NIMBUS 2000

Making short work of Volermort isn't a problem with a little bit of magic and these Xtreme codes

### Infinite health

80082980 8000

### All spells

800826A0 F0F0

### Press **△** for house points

D0078D2A FEFF  
800827FA 000F

### All yellow beans

8008280A 0004

### All blue beans

8008280E 0005

### All green beans

80082812 0005

### All red beans

80082816 0007



## Dear Daddy

### WORLD SNOOKER CHAMPIONSHIP

Dear Daddy,  
Can I please have cheats for World Snooker Championship? And, as I've lost the book, could you please tell me how to get into the two-player mode as well? I would really appreciate this, thanks

Jay Hurley  
Warwickshire

### DADDY SEZ...

Stop lifting, you gits, eez only six years old. Take no notice, sahm, and listen to the daddy.

Automatic victory  
Enter CHAM4458 as a name

For two-player mode, just look around the options, it should be pretty obvious ("Ask ya ma or dad to eiz," said the Daddy).



### FINAL FANTASY VII

Dear Daddy,  
On FFAVII how do you get a gold chocobo and the Knights Of The Round material? Please help me in my desperation!

Daniel Baines  
Lincolnshire

### DADDY SEZ...

Nah we're talking top dollar blag! Listen and, mahm sahm, as all is revealed.

### Gold Chocobo

You can breed a gold chocobo but it's a very long process. The final breeding to get a Gold chocobo is to pair a Black chocobo and a Wonderful chocobo using a Zoro nut (get the nut from the goblins on the island north-east of chocobo farm). To increase your chances of breeding a Gold chocobo, make sure your chocobos are S class, by winning races in the Gold Sauror.

Alternatively, beat Ruby Weapon in the desert near Gold Sauror and give your reward, the Desert Rose, to the Kalim Traveler.

### Knights of the Round

When you have a Gold chocobo, go across the sea to the top right-hand corner of the world map. Even though it's not marked on the map, there's an island lurking here somewhere. Nip over to island's cave and enter for the elevating knights of the Round materia.

## FADE TO BLACK

MAKING EBONY ESPIONAGE ESPECIALLY EASY

### Cheat mode

As a password, enter **ⓐ, ⓑ, ⓒ, ⓓ, ⓔ**. An Invalid Code response comes up but ignore it. Now the following cheats can be activated

### Access FMV shorts

Enter cheat mode, then as a password, enter **ⓐ, ⓑ, ⓒ, ⓓ, ⓔ, ⓔ, ⓔ**

### Level select

Enter cheat mode, then as a password, enter **ⓐ, ⓑ, ⓒ, ⓓ, ⓔ, ⓔ, ⓔ, ⓔ**. Ignore the Invalid Code response again. Start a new game and press **START** during game play. Press **ⓐ** to select Resume and now any level in the game can be accessed

### Permanent shield

Enter cheat mode, then as a password, enter **ⓐ, ⓑ, ⓒ, ⓓ, ⓔ, ⓔ**. Ignore the Invalid Code response. Start a new game and you'll have a shield that's

always full. You can still die, mind

### Invincibility

Enter cheat mode, then as a password, enter **ⓐ, ⓒ, ⓐ, ⓐ, ⓐ, ⓐ**. Ignore the Invalid Code response. Start a new game with invincibility. However, be aware that using this option may disable sprite collision and the Use command



### Level Passwords

Level	Area	Password
1	The prison	ⓐ, ⓑ, ⓒ, ⓓ, ⓔ
2	Morph base	ⓐ, ⓑ, ⓒ, ⓓ, ⓔ, ⓔ
3	Mars mining facility	ⓐ, ⓑ, ⓒ, ⓓ, ⓔ, ⓔ, ⓔ
4	Venus space station	ⓐ, ⓑ, ⓒ, ⓓ, ⓔ, ⓔ, ⓔ
5	The pyramid	ⓐ, ⓑ, ⓒ, ⓓ, ⓔ, ⓔ, ⓔ
6	Landing pad	ⓐ, ⓑ, ⓒ, ⓓ, ⓔ, ⓔ, ⓔ
7	Underground (flying)	ⓐ, ⓑ, ⓒ, ⓓ, ⓔ, ⓔ, ⓔ
8	Morph mother ship	ⓐ, ⓑ, ⓒ, ⓓ, ⓔ, ⓔ, ⓔ
9	Earth base: command room	ⓐ, ⓑ, ⓒ, ⓓ, ⓔ, ⓔ, ⓔ, ⓔ
10	Earth base: dormitory	ⓐ, ⓑ, ⓒ, ⓓ, ⓔ, ⓔ, ⓔ, ⓔ
11	Reactor room	ⓐ, ⓑ, ⓒ, ⓓ, ⓔ, ⓔ, ⓔ, ⓔ
12	The master brain	ⓐ, ⓑ, ⓒ, ⓓ, ⓔ, ⓔ, ⓔ, ⓔ
13	The escape (flying)	ⓐ, ⓑ, ⓒ, ⓓ, ⓔ, ⓔ, ⓔ, ⓔ

Note: Level 13 only appears if Sarah isn't saved



"A word to  
the wise"

Mucking abaht wiv cheats can  
make games more dodgy dan  
sneeizin afta a vindaloo



# TOMB RAIDER 2

TOMBS GETTING YOU DOWN?  
THIS SHOULD HELP WITH THE  
ODD RAID OR TWO

## Level skip

During gameplay, perform the following actions: Press **△** to ignite a flare, then walk one step forward and one step back (to walk, hold **△** and press the D-pad in the specified direction. **△** should be released when spinning or jumping). Release **△** and spin at least three times in a complete circle in any direction. Jump forward by pressing **↑** + **⊕**

## All weapons

During gameplay, perform the following actions: Press **△** to ignite a flare and walk one step forward and then one step back. Release **△** and spin at least three times in a complete circle in any direction. Jump back by pressing **↓** + **⊕**

## Unlimited flares

Enable the level skip or all weapons cheats. Press **△** to draw Lara's guns and press **△**. A flare will appear, even if Lara has none in her inventory

## Exploding babe

During gameplay, perform the following actions: Walk one step forward and one step backward, hold walk while spinning three times in a complete circle in any direction, and jump backward

## Flip in the air

To do a flip, after rolling, don't jump forward or back. Instead, press in the opposite direction and Lara will flip in the air

## Dive into water

Jump forwards and hold **△** + **⊕**. Beware: land on a hard surface and Lara will snap her neck in two, and die of course

## Hidden audio

Put the game disc in an audio CD player and select track two (or higher) to hear music and commentary from the game

## Dear Daddy



### MISSION: IMPOSSIBLE

Dear Daddy,  
Print some handy cheats for  
Mission: Impossible.  
Thomas Flynn  
Witham

DADDY SEZ...  
Bit short an' sweet, innit, young  
Flynn. Nah, please, nah, please. Get  
some moneys, ya little git!

At the password screen  
enter the code:  
Turbo Ethan  
G00UT4NMYW4Y

Stiff as a board  
SCAREDSTIFF

Longer jumps  
BIONICJUMPER

Slow motion mode  
INTIMID TODAY

Developer's message  
T0PSECRET

FMV sequences  
SEEC00LM0VIE

Note: at times it may say the  
password's bad, but they work



### FINAL FANTASY VIII

Dear Daddy,  
Help! I'm stuck on FVIII. I can't  
work out where the Sorceress's  
Eden's House is! Can you please  
tell me where it is?  
Stephen Macgrier  
Glasgow

DADDY SEZ...  
Acht like a mahn and git yerself  
dahm to da witch's cat an' mouse.

It's located to the far south of the  
Central Continent, in the area called  
the Cape of Good Hope (the house  
is white and looks like a lighthouse  
on a peninsula). You won't be able  
to get in but you'll move the story  
on. We suggest you save after you  
realise you can't get in.

### WORLD SCARIEST POLICE CHASES

Dear Daddy,  
I need cheats for WSPC but  
don't give me the Action Replay  
disc's cheats. I don't have one.  
James Knowles  
Tyne & Wear

DADDY SEZ...  
No worries, mosh sahn, Daddy's gah  
sam codes to bring joy to ya paird

All starting locations in  
patrol mode  
At the main menu screen, press **↑**,  
**△**, **⊕**, **⊙**, **⊙**, **⊙**

All bonuses  
To unlock all weapons in free  
patrol mode and all bonus item  
menu options, at the main menu  
screen press **←**, **→**, **△**, **⊕**, **⊙**,  
**⊙**, **⊙**

# FIFA 2002

TRAINING? NAH. JUST TAKE A BOOT FULL OF CHEATS INSTEAD AND  
ROMP TO VICTORY THE EASY WAY

Can't shoot for toffee?  
With these Xtreme  
codes you can get  
whatever result you  
want. The funniest is  
to get an early goal and  
then skip to injury time  
giving your opponent  
no chance!

Max reverse  
joker command  
D0043B62 ????

Home team  
nine goals  
D0043B62 FAFF  
8003A598 0009  
Press **△** + **⊕**

Home team  
score nil  
D0043B62 F3FF  
8003A598 0000  
Press **△** + **⊕**

Away team  
nine goals  
D0043B62 F5FF  
8003A59C 0009  
Press **△** + **⊕**

Away team  
score nil  
D0043B62 FCFF  
8003A59C 0000  
Press **△** + **⊕**

## Skip to injury time

D0043B62 BFBF  
8010E8F8 00F8  
Press **⊙** + **↓**  
This code only works  
for the default of four  
mins for each half  
of gameplay.

## Reset time

D0043B62 BFEF  
8010E8F8 0000  
Press **⊙** + **↑**  
This code only works  
for the default of four  
mins for each half  
of gameplay.

# DINO CRISIS

BECOMING EXTINCT SHOULD BE A THING OF THE PAST...

## Unlock costumes

Complete the game to  
unlock the army and  
battle costumes for  
Regina. Do it again to get  
the caveman costume

## Grenade gun with unlimited ammo

Successfully complete  
the game three times,  
unlocking all three  
endings. Now you can  
start a game with Regina  
touting the grenade gun  
with unlimited ammo

## Operation: wipe out mode

Successfully complete  
the game with a time  
under 5:00:00

## DDK codes

The 'N' DDK code is  
NEWCOMER, the 'L' DDK  
code is LABORATORY and  
the 'H' DDK code is HEAD

## Shutters

Dinos can't pass through  
shutters, so close each  
shutter after you pass  
them. Now if a dino  
appears in that area on  
the other side of the  
shutter, you're safe

## Save ammo

Always save ammo where  
possible. Some areas  
you'll only pass through  
once or twice in the  
game. So just use  
the weakest

tranquillizer dart on dinos  
and move on, saving all  
that priceless ammo for  
when it matters

## Puzzle preview

Before trying to change a  
puzzle, push the button.  
Nothing'll happen, but the  
coloured lights will turn on  
in the colour sequence.  
Now you simply replicate  
what you've just seen



"Nah,  
hop it!"

"Dah't yer lot. Da Daddy's gah  
some geezers to see abah't a dog, so naiff  
oif ja nosey bleeders!"







### How to be a top tank commander...

### Official Masterclass

# PANZER FRONT BIS

## FOR THIS MASTERCLASS YOU WILL NEED:

TANK GOGGLES ✓ BIG, CHUNK-OFF GUNS ✓  
MIND SHARPER THAN A MONKEY'S SWITCHBLADE ✓ ATTENTION DEFICIT DISORDER ✗



## Select level

- DRIVING p74
- FIGHTING p75

- TARGETING p75

- THE BATTLE SCREEN p75

- THE TACTICS SCREEN p76-77

- GIVING ORDERS p76

- NEW BIS MISSIONS GUIDE p78-81

Easy

Moderate

Genious

## Glossary

- AP** Armour  
Piercing shells
- HE** High explosive  
shells
- AT** Anti-tank guns
- MG** Machine gun

## Getting started

### Eight pages of essential tips



Ah, the glory of tank-based conflict, beautifully

rendered on your lovely PlayStation. You're placed at the controls of a bloody big mobile cannon bounding around war-torn Europe of the '40s, blasting seven shades of Sherman out of anybody you can find.

This is the main idea of *Bis*, but obviously the developers had to make it just a little bit harder than it sounds. There is a massive

strategy element to the game and without careful planning you're going to find you and your buddies in Colditz before you can say, "I don't even like Bratwurst!" This is where we come in – over the next few pages we're going to show you the ropes. We're going to give you some basic (but, of course, essential) tips on how to get about in the Corps and how to survive a full-on war. After that, we give you the lowdown on how to successfully complete all of the new *Bis* missions. ●

## Tank academy

### Your training starts here



There are three main things you've got to get to grips with before you launch yourself headlong at the enemy. These are: driving, killing and ordering your boys about. Find out more about these skills over the following four pages. ●

## DRIVING

### Gearing up for battle

- **Select Control Configuration 2.** This allows faster turning using independent track control.
- **Use an analogue controller.** This allows faster turning of the turret than the D-pad.
- **Remember you're in a hulking great metal vehicle,** so rather than manoeuvring around obstacles like hedges and ditches, you can just bust your way straight through them.

## SPEED

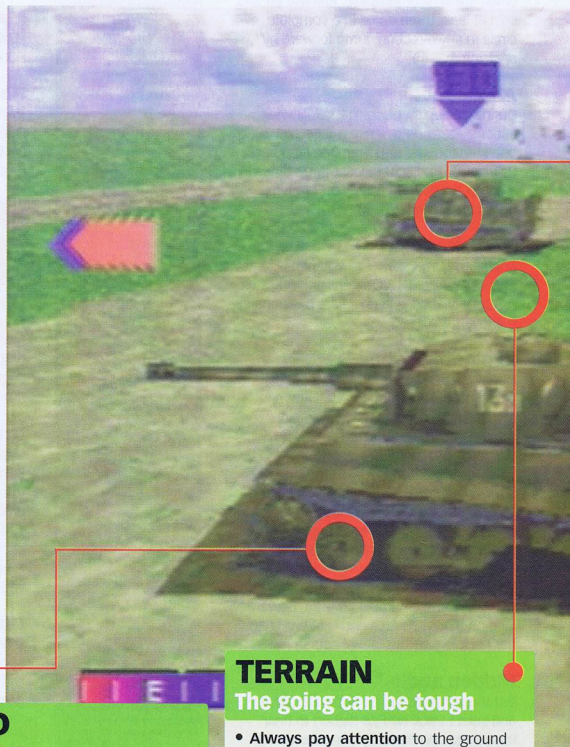
### Get moving

When moving around the battleground you need to keep a constant eye on the terrain. When on open ground it's best to keep moving as fast as possible (use fourth gear) until you hit some cover. This will make it harder for the enemy to get you in their sights, and minimise your chances of getting hit by random fire.

## TERRAIN

### The going can be tough

- **Always pay attention** to the ground you're crossing because although you're in a tank, little things like potholes can slow you down.
- **Roads are good** for constant speed, but can generally lead to your bloody demise!
- **If you're trying to cross** rough ground at speed and keep getting stuck in first gear, repeatedly hit to change up a gear. This should pick up your speed.



## Top Secret



OK, you've got tanks all around you, just waiting to pump nasty bits of metal into your puny man-flesh. How in the name of all that's holy do you take 'em all out? Speed. To turn your turret around fast you want to engage your tracks at the same time, spinning the entire machine round. Now who's laughing?



## Fighting

Prepare for one shell of a scrap

## PROTECTION

Don't expose yourself

Instead of having the front of the tank aimed square on to your foe, you'll be better protected if you turn at a slight angle. You need to make sure you're still more front-on than side-on to them so as not to risk exposing your weaker side too much. This method should ensure that shells coming at you from the front will hit the angle and bounce off, hardly scratching your new paint job.

## THE ARRIVAL

Slowly does it

When you're ready to introduce the enemy to their makers then switch to the first-person view. Aim in the direction of the target and, using the shoulder buttons, slowly roll out of cover. Then all you have to do is light them up like a Christmas tree and look for another victim. This tactic's a winner when you use hedges and ditches.

## THE APPROACH

Plan your route

One of the most important aspects in the art of successful tank warfare is to learn the approach. If you know where the enemy is, you should always plot out a route to reach them. The best plan is to advance on the target unseen and under cover – you want to try and get as close to them as you can without being spotted.

## PIERCING ARMOUR

Aim for the turret

Some tanks, such as the American M10 and the T34/85, have sloped armour, which means that shells bounce off the sides more. To combat this, aim to hit the tank right on the top, on the turret. If your tank doesn't have the angled armour, you can simply adjust the angle that your tank is showing to the enemy.

## REVERSING

Retreat in reverse gear

If things aren't going your way, it's always best to escape by reversing, again keeping your most armoured point visible. Remember, you have different speeds for reversing as well.

## TURNING

You need to know how

The best way to turn is to have both tank tracks running in opposite directions, one moving forward, the other backwards (←→ to spin left, →← to spin right). This spins the tank around very quickly.

## ARMOUR

Face up to the enemy

When you find yourself engaged in combat you want to be sure to have the strongest part of the tank facing the enemy. This is always the front of the tank, so approach the Hun head-on.

## TARGETING

Aim high

Aiming is another aspect that needs mastering for a successful battle campaign. The main thing you have to avoid is aiming directly at the target. This fires the shells at a flat trajectory and most of the time they are unlikely to reach the bad guy – and even if they do, the shell could just bounce off.

The trick is to aim above them. How much depends on how far away from the target you are. This means that the shell travels in an arc and drops on the target from above, where the armour is generally thinnest and can therefore cause the most damage. This also means you're risking nothing but your ammunition.

## Top Secret



Getting badly damaged does not necessarily mean your war's over. Even if you've suffered track damage then you can still wield your big gun to take out your foe, and that's the name of the game after all. You will also still be able to order your buddies about to protect you and hence complete the objectives. Quite a challenge, are you tough enough to hold out? Of course you are, you're a hardened veteran!

## The Battle Screen

Ahh, pretty colour goes boom boom



On the battlefield there are different colour-coded markers for the targets available to you:

Red	The enemy
Blue	Your troops
Green	Uncontrollable troops

These indicators point in the direction of the target and they use different shades of the three primary colours to indicate roughly how far away they are. The lighter the shade the further away they are and the brighter the shade the closer they are. This is useful on a packed screen for showing who you need to concentrate your fire on first.

## Targets

### Tanks

These must be destroyed as soon as possible. They are very bad for your health. Use AP rounds to destroy them.

### Infantry

No threat, but fun to kill! Use MG or HE rounds to dispose of them. Infantry will capture or defend territory during missions.

### Anti-Tank gun

These use AP rounds, so watch out! AT guns are static so plan your approach with care. Use HE rounds or MG to destroy them.

### Bunkers

Some fire AP rounds, some just contain MG. AP bunkers will give you issues, but you can just laugh at the MG ones and HE rounds will sort both types out. Alternatively, if you're a twisted little puppy, you can roll your tank over them, crushing them like ants beneath your six-ton behemoth!

### Planes

Just hope they don't want to drop their bombs, because there isn't anything you can do about it. ●







## Understanding the Tactics Screen

How to order your men to their glorious deaths



The Tactics Screen uses the same colour keys as on the battlefield. Here they are again:

Red The enemy  
Blue Your troops  
Light Blue It's you!  
Green Uncontrollable troops



### STARTING OUT

#### Scour the area

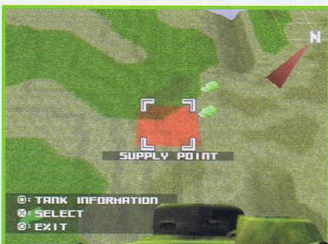
When you first begin a mission it's necessary to scope out the area on the Tactics Screen. Search for cover and possible ambush sites while you're having a look around. The shoulder buttons are handy for this as **△** and **□** will zoom in and zoom out and **○** will raise or lower the viewpoint.



### GIVING ORDERS

#### Assembling your units

To order your boys to follow you into battle you need to select the formation button first and then your squad will form around you. Pay attention to the surrounding terrain when selecting formations as you can end up losing units as they struggle over rough ground trying to remain in formation.



### THE SUPPLY ZONE

#### Get your ammo here!

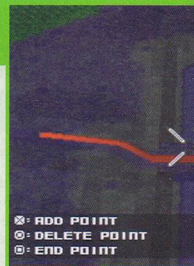
The supply zone (shaded area of red on the Tactics Screen) is where you go to re-arm your tanks. To re-arm your units simply manoeuvre them into the zone. If you know the enemy is lurking in the vicinity of your supply zone, position a unit there and it will have an infinite supply of ammunition so long as it stays within the boundaries.



### MORE ORDERS

#### Plotting your movements

To give your units individual instructions, you must select the formation button and then plot their movements using the move command. It is important to be aware of the terrain as the tanks will travel in straight lines between waypoints. If the points aren't selected with this in mind then you could end up with your buddies ploughing into dense forests like a bunch of prize idiots.





## TANK FACTS

**Heavy metal hoedown**  
Although tanks first made an appearance in 1916 during WW1, it wasn't until the Nazi tactic of Blitzkrieg – The Lightning War – that tank warfare came to the fore.

## ATTACK SPEEDS

Useful for trapping enemies

There are four speeds available to your buddies, like the four gears in your tank. You should really use these speeds in the same way as you use gears. They're also useful for timing attacks on the enemy – you can send a unit in fast from one direction while another creeps up from a different direction, trapping them.

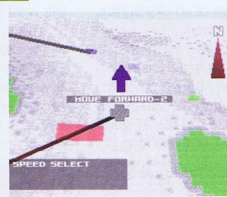


## Top Secret



Something that you have to drill into your subconscious, so that it becomes as natural as drinking, is to always put your tank buddies into formation before you do anything else. You don't have to wait for them to form up, but if you don't do this before ordering them about then they ain't going nowhere.

**Clutch control:** Keep the enemy on their toes by sending in your squads at staggered speeds



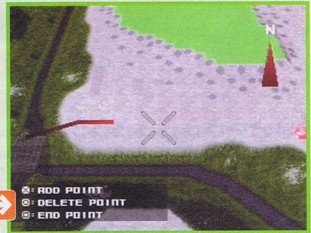
## UNIT EFFICIENCY

The closer the better

If a unit locates an enemy unit, that target will appear on your screen. In this way you can use your units as spies for your guns! When it sees the enemy, the unit will advance until it is at the maximum range of its main gun. This makes the unit very inaccurate when shooting. You should try to either move them into cover to avoid getting

them blown to pieces, or move them closer to the target to increase their chances of actually hitting it.

Either way, tactical thinking and speedy manoeuvring is required in *Panzer Front Bis* and it may take a little patience and practice to get your strategy honed to maximum efficiency.



## SOUND THE RETREAT!

Run away!

There's no shame in legging it if your forces are getting a pounding. Well, maybe just a little bit. If you are feeling the heat and want to withdraw your tanks from a firefight, always remember to use the reverse command to keep the front of the tank, where armour is strongest, facing towards the enemy. This way you can regroup and rearm and try again.







### German

**Date:** 28 February, 1943

**Location:** Olchovatka



**The most important element in this mission is speed.** You have to get in to support the grenadiers

as soon as possible while avoiding the barrage of fire generated by the invading Russians. The mission objective is to protect the village, without neglecting your troops [1], and to prevent the advancing enemy army from getting any further into your territory.

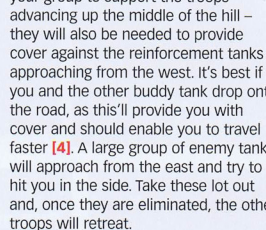
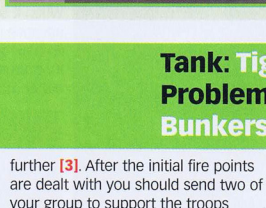
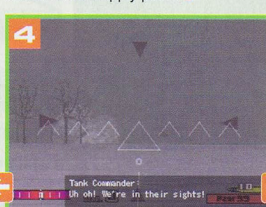
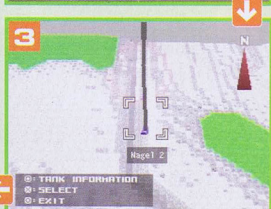
Start off by trundling down the road with your buddy tank, which is faster than going alone. When you

encounter the tank sentry [2] on the hill you should be able to take him out at long range. Once he is eliminated split your force and send your buddy up the road to support the CPU-controlled German tanks that are supporting the grenadiers [3]. You could fire a barrage of smoke bombs to cover their approach.

Then take your tank north-east and over the hill into the frozen river where you will find enough cover to hide your approach to the village. On your way try to take out the AT guns situated to the east of the bridge [4].

By the time you reach the village your buddy will probably have perished but he should have bought you enough time to outflank the force situated there [5]. From your cover in the river bed, you'll be able to pick off the extra tanks that approach from the west [6].

This is an especially tricky mission as the Stug does not carry the most extensive payload and you will have to be very sparing with your ammunition. At some point you may still have to select an appropriate moment to reload at the supply point. ●



### TANK FACTS

#### Stug III G

The eighth and last variant of this fixed cannon vehicle to be used in WW2. Not strictly a tank, the Stug was a heavy calibre artillery gun mounted on a tracked tank. 8,000 were made for the German army.

### German

**Date:** 5 July, 1943

**Location:** Hill 220.5



**You are part of a large German force attempting to take hold of a hill fortification.** You have three

other tanks under your control and a group of four CPU tanks on your side [1]. To begin with take your group and cross over the ditch in front of you at the crossing next to the road running north. There is a group of enemy infantry over the ditch that you must destroy so your troops can advance [2].

Once through the gap you should attempt to take out the fire points directly in front of you before advancing

further [3]. After the initial fire points are dealt with you should send two of your group to support the troops advancing up the middle of the hill – they will also be needed to provide cover against the reinforcement tanks approaching from the west. It's best if you and the other buddy tank drop onto the road, as this'll provide you with cover and should enable you to travel faster [4]. A large group of enemy tanks will approach from the east and try to hit you in the side. Take these lot out and, once they are eliminated, the other troops will retreat.

You can then approach the remaining bunkers from the side as well as from the front, in a pincer movement [5]. Do it right and there's enough cover for your infantry to overrun the trench network and take the hill. You must aim to try and take out the bunkers that fire the AP rounds first as these can cripple or destroy your tanks and can stop your advance pretty quickly. If these are eliminated early on then you have more troops at your disposal when all the Russian reinforcement tanks roll in and try to sort you out. ●





### TANK FACTS

#### Tiger I E

This fearsome German tank dates from 1942. The Tiger proved its worth with incredibly strong armour that both Soviet and British artillery found nearly impossible to penetrate.

### German

**Date:** 10 July, 1943

**Location:** Hill 241.6



In this mission you begin with two Tigers and two Stug III G's, and you want to head straight for the map screen to evaluate the situation [1]. You should hold back from bringing the Stugs into play until you've eliminated the AT guns that are sitting blocked off from direct fire by the farm. Your best bet with the AT guns is to flank them using the Tigers rather than trying to take them out at long range [2]. This way you keep the attack moving and might help to minimise casualties.

Running through the mission is a

troop train which you want to derail [3]. You shouldn't have much trouble taking the little blighter down. You should look out for track damage that may occur towards the beginning of the mission – this might come from the AT guns or just from general crossfire. There's no way you'll be able to carry on in a crippled tank.

When you've dealt with these minor inconveniences it is time to check out the map again. You'll notice that up in the north-east and in the north of the arena there are bunker and trench complexes [4]. At this point you're going

to need to move your Stugs up to give you a bit of a hand. You might like to try another one of those flanking manoeuvres here and attack them from two fronts [5]. You need to be aware of reinforcements and other AT guns appearing in the breaks of the treeline in the NW. The tanks will try to broadside you as you approach the bunkers and try to lure you away from your target.

Try to keep the Tigers moving in order for you to control the battlefield; if you can swiftly pounce on the enemy's reply to your attacks then you'll complete the mission quite quickly. ●



### German

**Date:** 12 July, 1943

**Location:** Petrowka

### Tank: Tiger I E

**Problems:** T-34, KB-1, AT guns, Bunkers



There are enemy tanks bedded in around the bunkers to help strengthen their position [1], so you'll

need to bombard them from long range. An advance at any point early on in this mission is absolute suicide due to the intense barrage of artillery fire you're subjected to as soon as you pass a certain point on the slope in front of you.

You should edge forward until you rest just in front of the line where the surface turns from dust to grass, as this area forms the boundary line [2].

Bring your Tigers up in a firing line and now you can start your own artillery barrage on the enemy position [3].

Once you've eliminated the visible positions send one of your tanks onto the road to Petrowka that heads towards the bridge [4]. He will come under heavy fire from the bunkers and probably an artillery blast as well, but he will target new positions for you. Keep an eye out for the bunkers firing the AP rounds as these are the ones that will really mess up your day. If you have a look on the flanks, you'll notice some AP bunkers.

While he's drawing enemy fire you can move your firing position forward a little. You must be careful as you will also have to deal with an advance of Russian T-34s [5]. It's probably a good idea to shoot back to the supply depot before you start a serious advance [6].

This is one of the most tactical missions of the game and there's no way you'll win if you just go charging in. If you hold back from the start, you'll be able to soften up the bunker positions so that when you come to the actual advance the opposition will be significantly weakened. ●



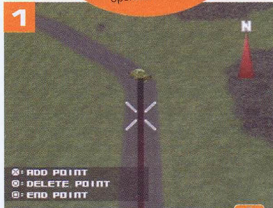




### TANK FACTS

#### Tiger II

The second Tiger model is widely recognised as the deadliest tank of WW2. This behemoth was operated by a five-man crew, composed of commander, gunner, loader, driver and radio operator.



### German

**Date:** 24 December, 1944

**Location:** Ambleve River



**You're in deep trouble** right from the start here so hit the map screen immediately. Your forces

are split all over the area and you need to try and get them away to the south across the river. First of all, you must send your buddy tank south [1] down the road to try and eliminate the AT guns before they immediately destroy all the half tracks that run down the road.

You then have to instruct your half tracks to follow the tank [2], and then use your own tank to eliminate the

three enemy M10s approaching from the north-east [3]. You should be able to send these boys to hell in metal boxes easily enough if you aim for their turrets as they don't have an awful lot of armour up there.

After they've been dealt with you have to rush off and take out another group of tanks approaching from the west [4]. They need to be eliminated quickly otherwise the half tracks that you just saved are going to get wiped out by them instead.

This is when things get decidedly difficult as you can still get picked off

from long range through the trees if you're not extremely careful [5]. You will need to cover the retreat and send your buddy off with whoever has managed to get away while you try and take out as many of your pursuers as you can.

You will definitely have to keep your wits about you throughout this entire mission and keep making regular checks on the status of the map screen. This is essential to your success as, if you're not careful, you'll find tanks creeping up on you completely unawares. ●



### German

**Date:** 16 April, 1945

**Location:** Seelow



**As soon as you're dropped into this mission** you'll want to split up the small covering force that

you have at your disposal [1]. If you look at the map, you'll see a road that travels straight down the screen. To the right of it is a high ridge, which you should use to position your tanks. Send two of your buddies down to Delgelin and position them between the buildings to give them some cover against attack [2]. Now take up your position with your remaining buddy in the town of Seelow, again nestling

within the buildings.

There is only one tank attacking Seelow to start with [3] and once he is dealt with, leave your buddy covering the town and venture off down the road to intercept some enemy units crossing the ridge in between the two towns [4]. The road this side of the ridge will give you cover as you position yourself for the ambush.

If one of the tanks at Delgelin gets destroyed, you might want to give the remaining guy a hand in dealing with the southern force. Otherwise you should move swiftly north again as

there will be a substantial force about to descend upon Seelow [5].

One or other of your positions will be overrun, but you should be able to use the roads around the towns as cover when approaching the invading force. Also, using the roads will enable you to move much faster than the enemy as they have to move across rough terrain. The element of surprise is crucial to the success of the mission, as there are generally only a few places where they will attack [6]. Simply wait for them to stick their turrets over the hill and blast them. ●

### Tank: Tiger II

**Problems:** T-34-85, NC-2





## USA

**Date:** 17 December, 1944

**Location:** Malmedy

## Tank: M4A1

**Problems:** Stug III G, Panther/M10



As soon as you begin this mission take your buddy tank south through

Malmedy to the railway crossing. Position yourself just over the crossing, close to the fork in the road [1], and place your other unit behind you covering the south-west road. The bulk of the advancing army will appear from the south-east fork.

Once you're in position check out your map screen, something that you'll need to keep doing on a regular basis throughout this mission. You will already be able to see advancing

German units [2], and this is an ideal time to start figuring out where and when you want to start using the three artillery calls at your disposal. You need to be careful with the artillery as it is not uncommon for a little 'friendly' fire to occur; try to aim the barrages at groups of the enemy rather than individual units to get maximum effect.

The Germans will attempt to breach the railway line and get in behind you and your troops, trying to outflank you [3]. This is where constant reappraisal from the map screen is effective, because if they manage to get behind

your group then the engagement begins to get even harder as your forces will be severely stretched [4].

After you've disposed of the first few waves of enemy tanks from your ambush point you might want to go out hunting for Hun [5]. This will help to restrict their advance very early. It will also give you an opportunity to break any chance they have of getting behind you if you act fast enough.

You should also be aware that the cunning Hun have disguised their tanks with US colours so they'll appear with green markers, not red [6].



## TANK FACTS

T-70

The Russian T-70 was classed as a light tank and had only a two-man crew and 45mm mounted gun. Unsurprisingly, it was unable to hold out against the German Panzer divisions on the Eastern Front.

## Russian

**Date:** 12 January, 1943

**Location:** Neva



Your first objective is to eliminate the source of the heavy fire around the

hospital, so advance south-east across the frozen river at Neva [1]. You also need to breach the barbed wire boundary to allow your infantry passage [2]. The bunkers and AT guns are the main hazard in this section, so be quick with the HE shells or you could lose strength in your initial force.

You also have to keep an eye on your infantry to make sure you won't have to bail them out later. Your troops will focus their attack around Maryino,

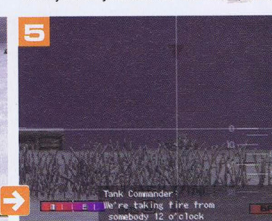
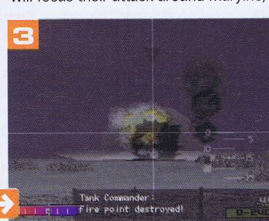
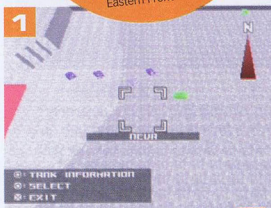
where there are a lot of MG positions that are going to need dealing with before your boys can advance [3].

To the east of the hospital are more bunkers and this is where the German reinforcements will appear from [4]. You will need to continually check the map to keep an eye on them, and the positioning of your tanks will determine who walks away from the engagement. Tanks will also arrive from the north-east and concentrate on getting in to cover the breach you have caused by the hospital [5]. You should be able to take a number of these out with some

well-aimed long-distance shelling.

You will need to perfect your tactics to deal with the approaching German force, ideally providing each other with covering fire around the hospital complex. It is best to create this crossfire area as the German tanks will generally win one-on-one conflicts.

It's also a good idea to attempt a fast attack as this unbalances the opposing force if you have managed to gain hold of more ground than them early on. You need to take care at the start of the mission and keep as many buddy tanks with you as you can for the final push.







All the sneaky moves and dirty tricks you'll need to turn pro

# PRO EVOLUTION SOCCER

Official  
Masterclass

## FOR THIS MASTERCLASS YOU WILL NEED:

TWO GOOD FEET ✓ A TACTICAL BRAIN ✓  
A CELEBRITY GIRLFRIEND ✓ A GOOD SOLICITOR ✗

## Select level

● TRAINING BASICS p.82  
● SCORING p.82

● PASSING p.83  
● SET PIECES p.83  
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● TACTICS p.84

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● DREAM TEAM p.86  
● GET IT FOR FREE p.86

Easy

Moderate

Glorious

## On the training pitch

### Get this lot right and you're on your way



**1) Good defence** will underpin your success. Keep players on their feet and slide (Ⓢ) as a last resort. Rely on the strength of players like Sol Campbell, who can tackle a player just by running alongside, then cutting in. Tap Ⓢ to summon more defenders and maintain your backline's shape, using Ⓢ to switch to the back-tracking midfielders.

**2) Good attacking** play wins games. Keep the ball by using the radar to avoid blind

passes. When running forward use a burst of speed (Ⓢ) to pass men. Jink (small directional taps on the D-pad) around so less accomplished opponents dive in and leave you space.

**3) Scoring goals** is mainly down to a striker's ability, but with good movement you can make things easier. The simplest way to score is to hit Ⓢ and rely on the player's natural ability. The longer you hold the button the higher and harder the shot flies, so keep an eye on the bar, as

more power often means you lose accuracy. Apply a little ← or → so the ball bends, but take care – bending it towards the near post will make it easier to stop.

For headers and volleys, positioning is key. The cross on the ground shows where the first bounce will be so from that try to judge where your striker has to be to connect. When a cross or corner comes into the box, move towards the ball so that the player reaches it ahead of his marker to get a clean header or shot in. ●



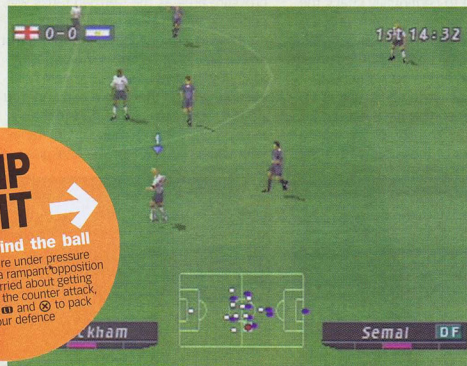
Gliding tackle: (1) Stout defending blocks an opponent's passage and sets up an attack

## Goals, goals, goals

Filling the onion bag when one-on-one

## TIP BIT

Behind the ball  
If you're under pressure from a rampant opposition or worried about getting hit on the counter attack, press Ⓢ and Ⓢ to pack out your defence



### DRILL IT

The safest way to score in a one-on-one situation is to simply move to one side and create an angle to drill the ball home with around two-thirds shoot power, by hitting Ⓢ. With the better strikers – such as Shevchenko and Batistuta – this is almost a dead cert every time.



### JINK PAST

If you want to wow the crowd with your silky skills, press Ⓢ and Ⓢ together to feign a shot and roll the ball past the goalkeeper. This skill also works in open play and can create that vital extra yard. Be warned, however, using it too many times will telegraph your intentions to an opponent.



### CHIP IT

Pressing Ⓢ and Ⓢ produces a lofted shot that needs to be weighted carefully; this takes practice. If you're bearing down on goal and the 'keeper's not yet in view, check your radar to judge your power. As a guide, use two-thirds power for shots from the edge of the box.



### 'KEEPER

If your opponent races through on goal, pelt out with the 'keeper by pressing Ⓢ. Use this against all but the most accomplished of players. The earlier you rush out the more likely you are to catch them by surprise. But watch out for embarrassing punishment if you mess it up. ●



### Top Secret

#### THE DALGLISH

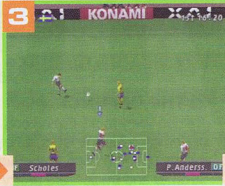
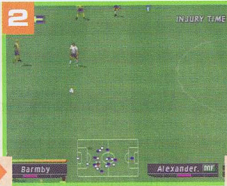
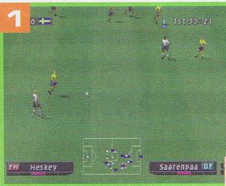
Otherwise known as the Shearer, this is the art of gaining a free kick when your forwards lack support from midfield. Turn your back to the goal and jink left to right with the D-pad to tempt a defender into a making a rash challenge - with a little bit of practice you'll soon be winning free kicks in all sorts of dangerous positions. And if you're in the mood for being really cheeky, simply run over the outstretched leg of the flailing defender.



### TIP BIT

#### Collect it

Dab **Ⓢ** as the ball meets the recipient of a pass. This puts on a spurt towards the ball that leaves your opponent trailing, when they expected to intercept the standing pass



## Pass your way to victory

### Only then will you be really playing the game



#### 1) REGULAR PASS

The basic pass in PES is a crucial

aspect marking it out against its rivals. Rather than dragging the ball to the feet of the recipient in a straight line, it is angled to cut out defenders and land in the path of your player. It's a great way of putting your opposition on the back foot and wasting their energy as they chase the ball.

#### 2) HIGH PASS

Not so useful as the on-the-deck version, but a high pass can be used to pick out distant players and hoof the ball from danger

with every chance one of your forwards will latch onto it.

#### 3) ONE-TWO (Ⓢ+Ⓢ)

This is devastating in the centre of the field and can create space when two or more defenders are surrounding you. The chipped version (Ⓢ+Ⓢ) is useful for freeing your man down the line, but in a central position it will be picked off easily by defenders.

#### 4) THROUGH BALL

Don't try this from wide positions. It's best for laying the ball out to the wing for your wide men to cross, or as nicked balls to your striker when he is closing

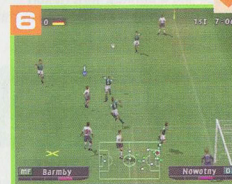
on the edge of the box. You can also use this to lay the ball off across your midfield, bringing your fullbacks into play.

#### 5) CHIPPED THROUGH BALL

The chipped through ball is best played from midfield out wide to find speedy wingers. This gives you the chance to out-pace defenders by inviting your fast teammates to run head-to-head with back-tracking players.

#### 6) CROSS

Always use good crosses (such as Beckham). If you have forwards that are good on the deck, fire one in low with a



double-tap of **Ⓢ**. Alternatively, bomb crosses in to players like Batistuta, Heskey and Kluyvert for headed goals. ●

## Dead ball master

### Curl 'em in like Becks and Bats (er, Buts)



#### THE BECKHAM

For any kick by the edge of the 18-yard box, the best technique is lofting the ball over the wall into the gap behind. Don't attempt to bend the ball. Just aim for the post as far away from the 'keeper as possible. Using two-thirds power and holding **Ⓢ** the ball should float over the wall into the net.



#### THE ROBERTO CARLOS

Carlos (he's Larcos in PES) is one of the few players capable of scoring from 40 metres. Start by aiming for a position outside the wall, somewhere around the edge of the six-yard box. Aim for around 80% power and as he starts his long run-up, push either **Ⓢ** or **Ⓢ** to whip the ball around the wall and down into the net.



#### THE BATISTUTA

This isn't the most sophisticated way of scoring, but Batistuta's (he's Butatista) technique can be highly effective. When your team is awarded a free kick on the edge of the area aim for the gap between the wall and the goalkeeper. Push **Ⓢ** on the D-pad and go for two-thirds power to watch the ageing Argie hammer it into the back of the net.



#### CORNERS

When taking corners aim as close to the line as possible and swing the ball in using **Ⓢ** and **Ⓢ**, aiming for the far side of the six-yard box with about two-thirds power. Hit **Ⓢ** to head or volley the ball in. This move is particularly effective with players who are top headers of the ball, like Butatista and Kluyvert. ●



### Top Secret

Pro Evolution Soccer only offers up a handful of secrets - here's how to uncover them and make the most of the beautiful game...

- Win the International Cup on any difficulty setting to open the European and World All-Stars teams
- Win the Full season International League on any difficulty setting to unlock the European and World Classic All-Stars teams
- Win the Konami Cup on any difficulty setting to open the clubhouse training ground for use as a mainstream stadium

#### UNLIMITED MASTER LEAGUE PLAYERS

Buy an edited player in the Master League, then delete him from the options file - this will assign him to a club without you needing to store him on your rather limited 22-slot edit list.

You can therefore stock up on an unlimited amount of players for the Master League, which means you can update your squads as regularly as the real life teams do.





## Topping the table

From no-name, no-hopers to Master League Champions



### 1) FORWARD LINE

Your default master league squad (everyone starts with this tragic lot) couldn't hit a cow's backside with a banjo. No shooting, no pace and no power. Some of their off-the-ball running is pathetic, too. They've got to go and a new striker has to be our first buy. We recommend Nakazu (actually Parma's Japanese international Nakata) for 18 points from Japan. For a little more have a look at Alen Boksic of Croatia and Boro (28 points) he is as strong as an ox and kicks like a mule – but passes like a donkey. Turk Hakan Sukur (31 points) is unmatched in the air but lumbering on the deck.

### 2) THE DEFENCE

The lad Valery looks like a good performer. What he lacks in height he makes up for in pace. The other two – Stromer and Ducic – are pretty poor and we should replace one with a strong centre-half as soon as the problems up front have been sorted out. Campbell is still the best choice, but Ayala of Argentina (25 points), Taribo West of Nigeria (24 points) and the Czech Repka (22 points) are also good value.

### 3) MIDFIELD

Apart from Espinas, Miranda and Burchett, they are all very average. They lack pace and invention but this

is one department that can stay unchanged – at least until the front and back lines have been improved. Good all-rounder Dejan Skantovic, of Yugoslavia, is only 28 points, Prekinoski of Croatia at 27 and Larsson of Sweden 27 and Wilford of France 28 are all excellent on the flanks or up front.

### 4) GOALKEEPERS

There isn't much to choose between Kelsen and Ivanov and both will be adequate until the rest of the team is set. Buffon of Italy (28 points) and Al-Deleya of Saudi Arabia (22 points) are both worth an investment when the time is right. ●

## Tactical know-how

How to work the stats to your advantage



### FITNESS TESTS

Before each game, scroll your squad to reveal their form arrow using **⬅**. Great players in poor form are still generally better than 'up-for-it' journeymen, so consult this chart to see what statistical effect their arrow has:

Colour	BB	St	Ac	Sa	Ag
Red	+2	+2	+1	+1	+1
Orange	+1	+1	0	+1	0
Blue	0	-1	-2	-2	-1
Grey	0	-2	-3	-3	-3

BB=body balance, St=stamina, Ac=acceleration, Sa=shot accuracy, Ag=aggression

### ATTACKING BIAS

The four unit bar beneath your player's name indicates the attacking bias of your side. You can alter this using **⬅** and **➡** (more defensive) and **⬅** and **➡** (more attacking). This will counter the flow of the game if you're chasing a result pile on the pressure; but if you're holding on, whack it down to the farthest left, defensive, setting. You're best advised not to switch your bias too regularly as your players will get confused.

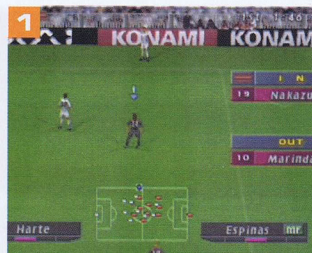
### OFFSIDE TRAP

While there is an automatic offside option in the game, we advise you to perfect your own technique. This is a bit of a gamble, but you can often read the play using your radar and draw your last man to the attacker, sliding in to ensure that he is not jolted back. Provided that you angle safely toward the ball, you're likely to make the tackle, or else force a pass to an offside position.

CHANCEABLE	DEF	ATT	CHANCEABLE
Stromer	100	100	100
Ducic	100	100	100
Campbell	100	100	100
Ayala	100	100	100
Taribo West	100	100	100
Repka	100	100	100
Boksic	100	100	100
Nakazu	100	100	100
Boro	100	100	100
Sukur	100	100	100
Dejan Skantovic	100	100	100
Prekinoski	100	100	100
Larsson	100	100	100
Wilford	100	100	100
Al-Deleya	100	100	100
Buffon	100	100	100
Kelsen	100	100	100
Ivanov	100	100	100

### SUBSTITUTES

More than any other game, except ISS2 of course, the players in Pro Evolution Soccer are individuals. So it's important to know which player is going to be able to help you out most in a particular situation. If you're being killed in the air by someone like Batistuta, pull on a defender that's good at heading (scroll to their stats with **⬅** on the subs menu). Similarly, if you're playing against a small defence, you'll need to stick on a big forward. ●



**Japanese Invasion!** You can pick up Japanese international and Parma striker Hidetoshi Nakata (called Nakazu here) for a pittance



**Fend for yourself!** Valery (above) is a pretty good defender but the other two donkeys you get at the beginning need replacing sharpish

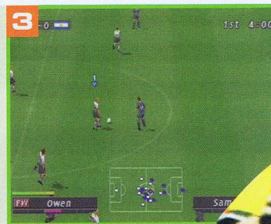
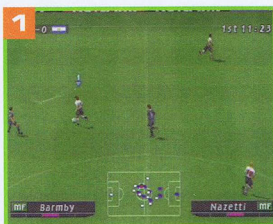


**Lars one in He might be a striker for Celtic and Sweden but you want to get him on the wing and watch him run rings round those defenders**



**Keep on giving!** A good keeper can make a real difference, especially on crosses and long shots. But, on balance, it's better to wait 'till last





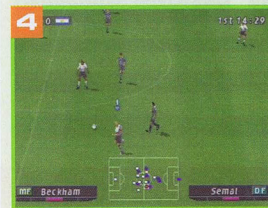
## Skill to power

To be a real ball magician, you've got to have some tricks



### 1) THE REVERSE

If you spot a runner on your outside, move the man in possession diagonally away from the runner – this should draw defenders towards you and leave him unmarked. Once your teammate's in space press **△** and tap the D-pad towards him to play a reverse ball that will catch your opponents flat-footed.



### 2) 'KEEPER'S BALL

If you're really taking the Mickey, simply turn to goal and drift a high pass (**Ⓢ**) to your 'keeper, who will catch it down and begin to move forward. Be warned – this can go very wrong.

### 3) DUMMY

Use a saucy trick (**Ⓢ**+**ⓧ**) to shoot and roll the ball onto your other foot. This will draw the defender and give you space to pass or get on target. But do it too often and your opponent will be able to second guess you.

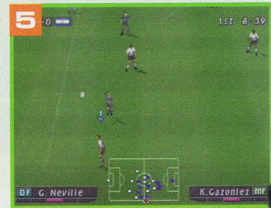
### 4) KEEP BALL

Simply retain possession by stringing together a series of passes. Mix them up with through-balls and lofted efforts for best results. When your opponent whimpers, "When am I

going to get a touch?" you know you're succeeding.

### 5) CHEST DIG

When building a move from your 'keeper, roll the ball to one of your fullbacks (**Ⓢ**). Wait for your opponent's winger to approach and float the ball with **Ⓢ**+**△** to your own winger who will now be in space and will chest the ball beautifully to his feet. ●



## A football for a brain

Think like you're in a real game



### CROWD TEASER

If the penalty box is packed with players and you can't create space, don't be afraid to drill a shot in (**Ⓢ**) as the superior ball physics will make for some interesting bobbles or even a deflected goal.



### HIT ROW Z

If the opposition are putting you under pressure, just stick to playing the safe ball. Knock it out for a corner or blast the ball free for a throw-in. Remember, a quick tap of the **Ⓢ** button will play an immediate hoof away.



### PROMPT A RUN

When you have the ball in the centre of the pitch, or on the wing and you're closed down by a defender, retain the ball to prompt an overlapping run. If this fails, jink (small directional taps on the D-pad) to start your team on a drive forward.



### CHEEKY BLAST

If you find yourself cornered in an attacking position with your route to a goal blocked by defenders, power up on **Ⓢ** to pelt the ball straight at them. Angle your player so it deflects off the opponent for a throw-in.



### TAKE A FOUL

If you're rushed by a defender, chip **Ⓢ**+**△** to lift the ball from your feet. The ref calls a foul as the player clatters into you. It's not exactly the beautiful game but it does work a treat, and if you're near goal you can have a crack at the top corner.

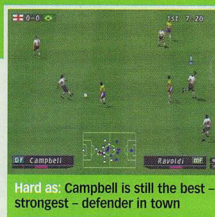






## Buying the title

This is the cream of the crop



Hard as: Campbell is still the best – strongest – defender in town



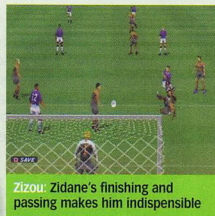
Speed up: Roberto Carlos' (Larcos) pace is essential at the back



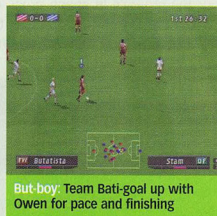
Capt Marvel: Beckham's long passing is laser-guided



Shades: David might be on the Dutch bench but he's still the best



Zizou: Zidane's finishing and passing makes him indispensable



But-boy Team Bati-goal up with Owen for pace and finishing

## Get it for free

Got ISS2, want PES – walk this way



The thing about *Pro Evolution Soccer* is, as good as it is, it's the same game, essentially, as the fantastic *ISS Pro Evolution 2* but with the addition of updated players. So if you have *ISS2* and want all the players that *PES* has to offer, all you really need to do is fiddle about with the player edit mode.

Either: Buy next month's *OPM* and use the exclusive download on the disc.

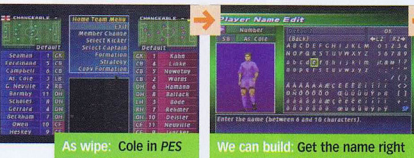
Or create a new player. Go to Game Options and then edit mode. Then choose Player Edit, Create New Player. Then follow the instructions, making sure you get the physical characteristics and abilities right. Once you've 'stocked' him go to Register Player and stick him in the right team (replacing a sub that no longer plays). In our example we've put Ashley Cole in for Gareth Barry, who's not in *PES*. Simple, see.



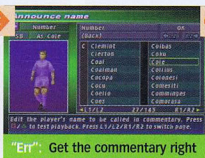
Voila! And here he is in *ISS2*!



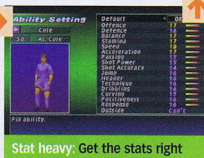
Sign up! And register him to play



As wipe: Cole in *PES*



We can build: Get the name right



"Er": Get the commentary right

continued from page 14

## WHAT WOULD YOU do?

A Option selected



Quick you may be but only once in a blue moon will you get all the guards in one go before one of them pops you.

Please Try Again

RETURN TO PAGE 14



# Come and have a go!

Kick readers with your gaming prowess and watch 'em weep



Well, this isn't for that faint of heart as it involves completing a whole game – *Legacy Of Kain: Soul Reaver*.

Tom Allen from Oxon challenges all you gamers to

complete *Soul Reaver* in its entirety in under 12 hours. Tom's best time is 11 hours 53 minutes. What he doesn't tell us, is whether this is playing it for the first time (which takes much longer) or the best time he notched up

after subsequent plays.

So come on you lot! Whoop Tom's butt by digging out the vampire with a complex and put him through his paces until he deposes evil Kain. Remember, under 12 hours or you're a WUSS!

## TEST OF THE GAME GODS

Ha! You'll never beat my mighty challenge. Read it and weep *OPM!*

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Need help? Here's where to find every *OPM* guide from the last eight issues

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# discinferno

△ PLAYABLES ○ VIDEOS × CHALLENGES □ FAME



➔ If you're a driving nut then you're gonna love this! We've gone car crazy this issue and packed some of our fave slices of arcade driving games onto the disc. The cheekiness of *The Italian Job*, the wacky antics of *World's Scariest Police Chases* and the sublime experience that is *Driver* plus the classic *Micro Machines V3*. Of course, if driving isn't your bag then we've got NEW demos of *Peter Pan* and *The Pink Panther*. And three full Net Yaroze games! Also we've got the last Goal Of The Month. Next month it's the biggie – Goal Of The Season! ●

## VOYAGE OF DISC-OVERY

Using your CD is easy, it's just like booting up a game. Pop it into your PlayStation then scroll through the mouthwatering menu using ← and →, pressing ⓧ to select the demo you want. After playing some of our demos you'll need to reset your console.

## DEMO DISC NOT WORKING?

Send away for a new one!

Pack up your troublesome disc in an envelope and send it back to this address: **Official UK PlayStation Magazine**, Disc Returns, Customer Services, Future Publishing, Carey Court, Bancombe Road Industrial Estate, Somerset, Somerset TA11 6TB. We'll test it and, if it's faulty, we'll send you another one. Please note: we don't keep old discs in stock, our art editor Karl takes 'em home to his mum who uses them as saucers.



## Driver

**PLAY!** Your chance to enter *Driver*'s world once again in this criminally addictive racer. **The game's revving up on p.92...**

## Champions League

**JOIN!** Are you in line to win fabulous gaming goodies? Skip to p.103 to see if you've made the grade



## Fame, fortune & prizes can be yours

**WIN!** Top booty awaits those who dare enter our challenges. **Get practising!** From page 90



**FASTEN YOUR SEATBELTS AND GET READY FOR THE DEMOS!**

Peter Pan • The Pink Panther • Driver • The Italian Job • World's Scariest Police Chases • Micro Machines V3 • Rayman Rush • Shroud • A Dog's Tale • Sam The Boulder Man







# DISC INFERNO

## Peter Pan: Adventures In Never Never Land

**PLAY!** "Platforming fun with the green kid who flies with a fairy"

**Official  
Exclusive!**

# Peter Pan: Adventures In Never Never Land

**THE FACTS** GENRE PLATFORM • OUT NOW • PUBLISHER SONY • CONTACT 0207 859 5000 • SCORE 5/10, OPM82 • FULL GAME FEATURES 20 LEVELS FULL OF ALL THE PETER PAN CHARACTERS

Enter

### COME FLY WITH ME



Never growing up, flying like a bird, hanging out with Indians and whooping pirate butt.

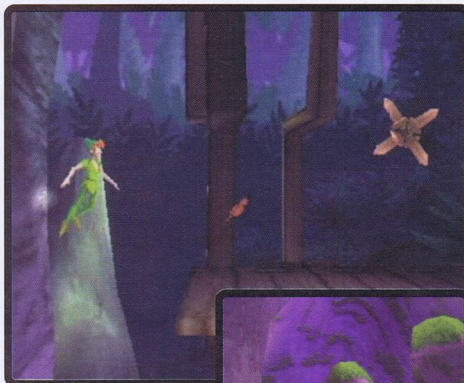
Sounds like a dream. Well, it is, sort of, and on the disc you get to play as the mercurial elf-like Peter in the fantasy world of Never Never Land.

The demo will always load the same level (which you need for the challenge) when you first go into the game. After that, it randomly selects one of three levels for you to play – with one of the levels being an extensive journey into Never Never Land.

The game looks sweet and has a slightly different feel to other platformers because you spend nearly all your time whizzing around the air. As there are secret areas, be prepared to explore every nook and cranny to find those extra places that have some kind of reward. Oh, and if you're getting low on life, kill the yellow and green plants for some life-giving hearts. ●

### CONTROLS

D-pad	Move Peter
△	Pause
○	Fly up
Ⓢ	Hit with/throw the knife
Ⓜ	Map
Ⓢ	Backpedal
Ⓜ	Map
Ⓢ	Backpedal



**Flying time:** At times, obstacles will require a little savvy and patience on your part...



**Key nabbing:** Kill the pirate to get his key so you can unlock the grate above this area

## SPOILER ZONE

IN A TIGHT SPOT?



### CHEESY BUT TRUE

When fighting the pirate, stand just out of reach of his swords. When he turns round, throw a knife at him.

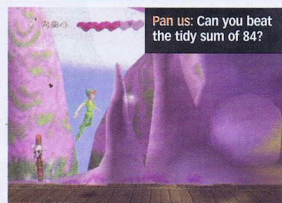


### DISTANT DAGGERS

Destroy explosive barrels from a distance with your knife. Remember that if you hold down Ⓢ, you can hold your position even when airborne.

## CHALLENGE OPM

Play the demo, beat the man in tights



Pan us: Can you beat the tidy sum of 84?

● **THE CHALLENGE**  
You have to collect all the feathers you can find on the level that loads up when you start the demo for the first time. For a tie-breaker, draw a humorous picture of Peter with another character. Funniest entry wins.

● **THE PROOF**  
We need a piccie of your finest feather score at the end of the level, plus your funny drawing. Go on, tickle us!

● **THE PRIZE**  
Our prince of the air will get a gaming goody bag, including a copy of the full game.

**Pan Me!**  
Fairy fodder

**OPM CHAMP**

Defying gravity in a major way, Mike nabbed a respectable 84 feathers





**PLAY!** "Mad mini-games abound as the pink one makes his PlayStation debut"

**Official  
Exclusive!**

# The Pink Panther: Pinkadelic Pursuit

THE FACTS GENRE PARTY • OUT TBC • PUBLISHER CRYO • CONTACT TBC • OPM SCORE N/A • FULL GAME FEATURES TBC (SEE THE HACK ON PAGE 15)

Enter

## SKATING RINKY

**Pink Panther: Pinkadelic Pursuit** is without doubt the most mysterious game ever to turn up at OPM towers. And though Cryo's latest licence surprised everyone when it arrived – and we still don't know when the game *will* reach the shops! – at least it surprised us in a good way: bouncing along, as it does, with bags of character, bundles of fun and cute animation.

There are two mini-games in the demo. The first is an amusing "bomb a big dinosaur" affair, which works against a tight time limit. But the real joy is to be found in the side-scrolling ice-skating interlude that forms the basis of our challenge this month. It's a tough speedy affair that demands precision jumping of the eponymous pink hero.

When the demo begins you'll have to get the door on the first floor to begin the skating segment. Our challenge isn't a race against the clock. It's simply about completing the stage without losing any energy, so time is immaterial... ●

## CONTROLS

→ Accelerate  
← Crouch  
⊙ Jump  
⊙ Select  
⊙ Quit



**Suspended animation:** It's impossible to stop moving forward but you can speed up and pass obstacles

## SPOILER ZONE

### HOW TO GET TO THE END UNSCATHED



### PERFECT TIMING

To complete our challenge you'll need to learn the pattern in which objects appear and hence perfect the timing that you'll need to reach the end without losing any energy. But if you can master the double jump (two quick presses of ⊙) you'll be able to get up to the highest (and easiest) route through the level.



## CHALLENGE OPM

Play the demo, dink the champ



**Loser:** All the hearts are red to have a chance of winning

### ● THE CHALLENGE

Get to the end of the skating segment of the demo with a full energy meter (ie with all five hearts intact) and you could be a winner. Go on, show "Inspector" Anthony what a real wild cat can do.

### ● THE PROOF

Have a friend ready to photo the screen as you come to pick up the key which heralds the demo's end. (It'll take you about a minute to get to the finish.)

### ● THE PRIZE

A bag of goodies awaits the reader who completes our challenge.

**Cato  
Me!**  
You amateurs

**OPM  
CHAMP**  
Inspector  
Anthony only  
managed to  
complete the  
level with four  
hearts intact



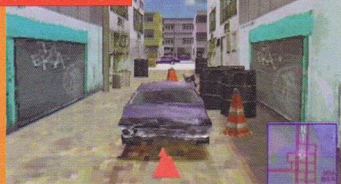




# DISC INFERNO

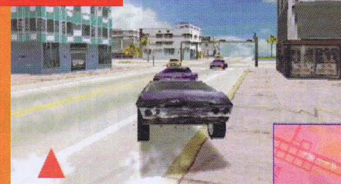
## Driver

### STUNTS!



**Bowling Alley:** Who could resist the chance to drive through an alley packed with cardboard boxes?

### BUMPS!



**Lift off:** Bouncing over pavements and between obstacles is a great way to lose the cops. They're duty bound to lose control

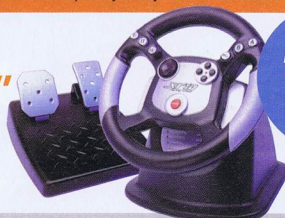
### JUMPS!



**Ballard Buster:** In *Driver* crashing is fun. And, weirdly, the pedestrians are totally invulnerable

PLAY! "Must resist skid marks joke... Must re..."

# Driver



Win This!  
Steering wheel

Official  
**Classic!**

THE FACTS GENRE ARCADE DRIVING • OUT NOW • PUBLISHER INFOGRAMES • CONTACT 0161 827 8061 • SCORE 9/10, OPM44 • FULL GAME FEATURES Brilliant '70s movie-style plot

Enter

## MAKE YOUR GETAWAY



*Driver* is without a doubt the coolest game series on the PlayStation. Sure, Lara Croft made it into the style mags, but it was due to her mammary goodness rather than cool cars, cops and criminals. Let's face it, not one of us has watched *Bullitt* without dodging and diving on the settee, and *Driver* sticks you in that world.

The aim of our superb demo couldn't be more simple. You begin the sequence with a cop on your tail and you're given just a minute to lose him. You'll need to get every last inch of acceleration out of your vehicle, perfect the art of the handbrake turn and – crucially – avoiding wrecking your car to succeed. There are plenty of straights where the cop can be done for speed but don't be fooled into thinking that the gig is that simple – the police have road blocks set up for you. These are mean streets to drive, my friend... •

## CONTROLS

- ⊗ Accelerate
- Ⓐ Brake and reverse
- Ⓢ Handbrake
- Ⓢ Burnout
- Ⓢ Hard steer
- Ⓢ Horn
- Ⓢ Look left
- Ⓢ Look right
- Ⓢ Rearview
- Ⓢ Change view



**Crash Bandit:** While it's fun to plough into the cop car, don't. It totally kills your car



**You've got a verge:** Switching lanes is a good idea



**Escape to victory:** Your car's faster than the police's vehicle so it is possible (if dull) to just outpace the Plod's Panda



## SPOILER ZONE

**RIGHT MR GAMER, TIME TO LEARN JUST WHAT A CAR CAN DO. ARE YOU STRAPPED IN? GOOD. HOLD ON TIGHT!**



### WRONG SIDE OF ROAD

One of the easiest ways to lose your tail is to get on the wrong side of the road and weave as closely into the oncoming traffic as possible. Either the cop will take a hit or, ahem, you will.



### SWEET CORNERING

Mastering the three methods of cornering (handbrake turns, huge wrenches of the steering wheel and the good old foot brake) in *Driver* is a must. You can't afford to slow down for a second.



### STRAIGHT FORWARD

Your car is faster than the cops vehicle – you just have to find a stretch of un-police blocked road long enough to get away. Luckily there are several. But you do have to look for them.



### PLAN TO PERFECTION

Judicious use of the game map will help conscientious *Driver* players find extra sneaky routes through the level. Such as alleyways like this one. The eagle-eyed will also spot roadblocks early.



### ENJOY THE VIEW

Make as much use of the game world as possible. For example, you can use the padlock of this petrol station to turn without incurring damage at speed. A rarity in this demo.

## The Finer Points...

How to get the cops off your tail in style



**Cops upside your head:** It is possible to catch the police car in such a way you turn it upside down. Possible but extremely difficult.



**"He's fallen in the water":** It's relatively easy to make a goon of the police by ramming them into the harbour water. Careful you don't fall in though.



**Dragging him down:** Take corners at the last possible moment and as tightly as possible. Often the police will clip the corner behind you.



**Bang 'em and Smash:** Drive fast enough and you'll be able to break through the roadblocks.

## TOP TIP

**BRAKE!** The handbrake is the best tool you have. Tight corners need full use of @ or you'll be eating hot exhaust and causing a pile-up.

## CHALLENGE OPM

Play the demo, debug the champ



**Record time:** Don't forget to video the evidence

### THE CHALLENGE

A speed challenge with knobs on. Get away from the cops in the fastest time possible but bear in mind that we'll also be awarding bonus points for style. Like ramming the panda car in the harbour.

### THE PROOF

Erase that copy of granny on the *Antiques Roadshow* for something worthwhile. Video your performance and whack it to us via Royal Mail, or whatever it's called now.

### THE PRIZE

You could win a cracking new steering wheel courtesy of Joytech.



### OPM CHAMP

Craig "Senna" Pearson managed to get away from the police in 18 seconds. Driven like a true con

**Chase me!**  
Catch me out





# DISC INFERNO

## The Italian Job

PLAY! "Ditch your black leather driving gloves in favour of Ferrari red nail varnish"

# The Italian Job



Win This!  
Steering wheel

THE FACTS GENRE DRIVING • OUT NOW • PUBLISHER SCI • CONTACT 0207 585 3308 • SCORE 8/10, OPM75 • FULL GAME FEATURES 12 DRIVABLE CARS

Enter

## MINI ME OR MINI YOU?

**→ Women drivers.** Can't handle a shopping trolley never mind a car, right? Well, it's up to you to prove that nasty misconception wrong. 'Cos if you don't, then you're mullered.

You've got to show that Lorna has what it takes to keep up with the bloke, Dave, as his testosterone mobile speeds through the streets of London towards the casino. He's needed for the caper to go down, and if he doesn't see what he likes then he'll scarper sharpish. He's not wanting a liability on the job, so get yer driving gloves on and grip that wheel.

The Mini Cooper is a tasty little beast, but watch out for the cornering or you'll skid more than an eight-year-old after a vindaloo. Trust us when we say it ain't easy, and you'll have to restart more than a few times before you get it right. Dave's driving is as slippery as a second-hand car dealer's armpits and his sneaky rights and lefts will stuff you like a taxidermist. But keep at it and you'll soon be on him like a lovebite from a limpet. Remember, practice makes perfect and here at OPM we award perfection... ●

## CONTROLS

- ⓧ Accelerate
- Ⓞ Brake
- Ⓛ Handbrake
- Ⓜ Horn
- Ⓟ Pause



**Cooper duper:** The Mini powerslides round corners like it's on rails. Luvverly



**Arrow marrow:** The arrow is essential to your survival in the demo. Lose Dave and you're off the squad!



## SPOILER ZONE

### STUNT DRIVERS



### HOW TO HAVE SOME FUN

Just because you have to keep up, doesn't mean you shouldn't have fun. There's a massive jump after the fourth corner. To get some air, just ride along the right-side pavement instead of following on the road. The leading car will go down a hill, but you'll take off like a helium-filled kangaroo.



## CHALLENGE OPM

Play the game, chase the champ

Score! You know you can't beat us. We're too good!

00 14.60



### ● THE CHALLENGE

Follow Dave to the casino and get to the end of the race with the most time left on your countdown. Speediest driver gets the woman, er, man.

### ● THE PROOF

You need a friend handy as the time fades away, so get him or her to snap it just as you're pulling in to the casino forecourt.

### ● THE PRIZE

An XT10 steering wheel shown at the top of the page, courtesy of those nice people at Joytech.

Catch me!  
if you can

OPM CHAMP

Mini Rich managed it in 14.6 seconds.





**PLAY!** "A hard night's work on patrol or a treat for the adrenaline junkies?"



# World's Scariest Police Chases

**THE FACTS** GENRE DRIVING • OUT NOW • PUBLISHER ACTIVISION • CONTACT 01753 756 100 • SCORE 9/10, OPM74 • FULL GAME FEATURES TWO-PLAYER CO-OP AND DEATHMATCH MODE

Enter

## BETTER THAN THE BILL

**→** You're out on a patrol. It's quiet. Almost too quiet. In ten minutes you'll be knocking off and putting up your feet, slurping a coffee and munching on a doughnut. Sadly, the night's about to get a whole lot louder. A bunch of thugs, armed and extremely dangerous, decide now's the perfect time to kick off the night's entertainment, and it's up to you to protect the innocent...

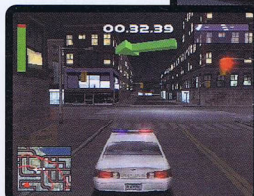
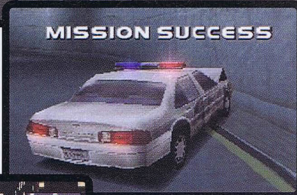
Problems arise when you catch up with them: they have a massive, free-roaming city to hide in. Every time we've played the demo something different happens. The baddies take a left where they last took a right. They u-turn, they swerve and take you for a hell of a ride. You can ram, shoot and basically scare the hell out of them. Once they're bang-to-rights, you have to retrieve the evidence. As for the perps, well what happens to them is for the courts to decide. ●

## CONTROLS

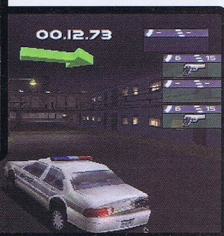
⊙	Accelerate
△	Brake/reverse
Ⓐ	Siren
Ⓢ	Handbrake
Ⓛ	Select gun
Ⓛ	Fire gun
Ⓛ	Look left
Ⓛ	Look right
Ⓛ+Ⓛ	Look behind
Ⓛ	Pause



**NYPD you:** Time to step into the doughnut munchers police issue boots and uphold the law. Neat



**Patrol roll:** Follow the big arrow to the perp's hidey hole and take 'em out with extreme prejudice



## SPOILER ZONE

TAKE 'EM OUT

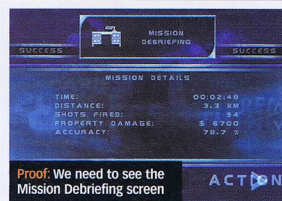


### GUN-DUM

The best way to take out the baddies is to go at 'em with a few full clips from your standard issue baddie-basher. Don't ram them too soon as it'll do them, so save that as a last resort. Select your gun (Ⓛ) and use ↑ and ↓ to auto-select the target, then unload all you have into his sorry hide. Make sure you're driving in a straight line when shooting and don't get any civilians between you and your target. If you miss too many times then you have to ram, so make sure you're always in bumper-touching distance. After a hot pursuit, you'll have to pick up discarded evidence, so don't drive too far.

## CHALLENGE OPM

Play the game, crush the champ



**Proof:** We need to see the Mission Debriefing screen

### ● THE CHALLENGE

It's a toughie, this one. After you complete the demo and get to the end screen, press ↓ for a mission briefing. We want the most damage done, measured in dollar value. Yup, you have to destroy the city and still nab the baddies. Think you can do it?

### ● THE PROOF

Take a mugshot (photograph) of the screen clearly showing your no doubt massive destruction total. Highest amount wins.

### ● THE PRIZE

The winner gets a XT10 steering wheel courtesy of those nice people at Joytech

**Road kill!**  
Run me down

**OPM CHAMP**

Craig "Screech" Pearson scored a measly \$6,700







# DISC INFERNO Micro Machines V3

**PLAY!** "Shrink yourself then hop in the hotseat for this multiplayer marvel"



**Win This!**  
Steering wheel

# Micro Machines V3

**Official Classic!**

**THE FACTS** GENRE RACING • OUT NOW • PUBLISHER CODEMASTERS • CONTACT 01926 814132 • SCORE 9/10, OPM18 • FULL GAME FEATURES 48 COURSES, 32 VEHICLES

Enter

## TINY TOY TOURNAMENT



Playing *Micro Machines* on your own just isn't right, so our demo of this old but still quite brilliant penny racer is a two-player-only affair, and all the better for it. The full game features a whopping 48 tracks and you and a friend can sample two of them here. First on the grid is Splash 'N Dash, a wet and wild romp around the garden in speedboats and 4x4s. There's also Chemical Warfare, a desktop battle between two fully armed (but coloured pink and yellow!) tanks. Try 'em both!

For our demo challenge you'll need to collar a mate and together nuzzle the Splash 'N Dash course in as fast a time as possible. Rather than racing head-to-head, you'll have to co-operate if you're to beat the champ. This means no scrapping and no barging each other off the track for a laugh because you'll waste valuable time – save the argy bargy for when you've licked the challenge. Try learning the course first, so you can suss out any tricky twists and turns. ●

## CONTROLS

D-pad Steer  
⊗ Accelerate  
⊕ Reverse  
⊙ Horn/fire weapon  
△/⊙ Jump  
□ Pause



**Identity crisis:** Is it a car? Is it a speedboat? No, it's both! Your vehicle can miraculously transform to suit the terrain – handy when there's a swimming pool-sized pond to negotiate

**Chemistry lesson:** The Chemical Warfare track offers you not only the chance for wacky racing but also to play dirty. Fire missiles and shells at your opponent or grab a mallet to hammer them with. Either way, using weapons is a blast



## SPOILER ZONE

**SLUGS SLOWING YOU DOWN? GET ON OUR TIPS TRAIL**



### STICKY SITUATION

Who left the lettuce out? There's a giant slug on the track and he's pooped out a line of icky goo that will clog up your tyres and ruin your lap times. Memorise where the slug appears (just after you exit the pond for the first time) and be ready to hop over him by pressing ⊙.

⊙ or ⊙. Remember to wait for your mate though!

Another tactic for improving lap times is to get your cornering licked. It's quite simple, just release the accelerator button as you approach the corner and you'll slow down and have more grip!

## CHALLENGE OPM

Play the demo, belittle the champ



**Check this:** Nellis clocked a frankly laughable time

### ● THE CHALLENGE

Finish the Splash 'N Dash race in the fastest time possible. Whoever has the most time remaining on the clock when they cross the finish line wins. Note: Ignore the Play Off bit after the race is over, we want the time for the three laps.

### ● THE PROOF

Take a photo of you and your mate at the moment you cross the finish line. It must clearly show how much time left on the clock.

### ● THE PRIZE

The XT10 steering wheel at the top of the page, courtesy of those nice people at Joytech.

**Shrink me!**  
God of small things

### OPM CHAMP

Nick and Rich completed the three laps with one minute 25 secs to spare





**PLAY!** "Get a rush with the big nosed, floppy eared French cutie"

Go to  
page 42  
for the  
review

# Rayman Rush

**THE FACTS** GENRE **RACER** • PUBLISHER **UBI SOFT** • CONTACT 0870 800 6160  
SCORE **6/10, OPM#84** • FULL GAME FEATURES SEE PAGE 42

## LIMB-ETLESS FUN

**→** Yes, that's right, this is the same demo as we had on the disc last month. We thought you might want to play it again after reading the review. And if you missed last month's issue, you don't have to be the only PS1 gamer in the country who hasn't dabbled with Rayman's racing debut.

You get a single-player lap on the nicely bright aquatic Water Canyon level against the tub of blue lard that is Globox and a two-player race on the slightly darker Canopy level. However, freezing your mates in a multiplayer race (see Spoiler Zone) is more fun than doing the same thing to the CPU-controlled fatso.

Rush has divided OPM, with some of us enjoying its simple multiplayer high jinks and others complaining that it's nothing but a bad karting game without the karts. So let us know what you think. ●

## CONTROLS

- ⊗ Jump/activate helicopter ears
- ⊙ Fire weapon
- D-pad Run

## SPOILER ZONE

CHILLIN' OUT



## GETTING STIFFED? RUSH OVER HERE

You need to be sneaky in the multiplayer mode. If you fall behind, you're bound to get close enough for a freeze attack (⊙). But the best strategy is to wait until you're on the straight before the final bend then fire at the block to switch the speed pad, which you can now use to slip past and win the lap!

**Freeze Me!**  
Stop me in my tracks

**OPM CHAMP**  
Richman managed 47.69 secs

## CHALLENGE OPM

Play the demo, rush the champ...

### ● THE CHALLENGE

This month our champion must prove they can play the game. We want a timed single-player race. The fastest wins.



Run Rayman: Leave our champ standing

### ● THE PROOF

Take a picture of the screen as you pass the finish line in single-player, or video your run if you prefer.

### ● THE PRIZE

You get a copy of the full game and some Rayman goodies from Ubi Soft.

**PLAY!** "They came from outer space... send them home in a thousand tiny particles"

Net  
Yaroze  
Full game!

# Shroud

**THE FACTS** GENRE **SHOOT 'EM UP** • PROGRAMMER **BEN JAMES** • CONTACT WWW.YAROZESCENE.CO.UK • SCORE **N/A** • FULL GAME FEATURES **THIS IS IT!**

## COVERED IN GLORY

**→** Shroud is a Yaroze take on the retro classic Defender, which, if you're around Scott's age, you should remember well. As with all our home-made specialties, the game is uncomplicated, addictive and downright tricky, at least to start off with.

Booting up the disc you'll find yourself hovering just above the surface of a planet. Waves of different types of enemy are quickly on the scene and they've only one thing on their mind – dicing you up like a prize turnip. You'll need needle-sharp reactions to avoid attacks from the faster craft and pinpoint accuracy to blow them out of the sky.

The charge of alien foe is near relentless but see how far you can get before the Game Over screen rears its ugly head. ●

## CONTROLS

- ⊗ Accelerate
- ⊙ Fire laser
- Ⓐ Hyperspace
- Ⓜ/Ⓜ Zoom right
- Ⓜ/Ⓜ Zoom left

## SPOILER ZONE

INCOMING! LOOK FOR BLIPS ON THE RADAR



## DON'T LOOK DOWN

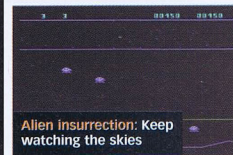
It's a funny old thing but you need to spend a lot of the time gawping at the top-of-the-screen radar rather than focusing on the main action. This way you can tell what's coming up both in front and behind you and take evasive or offensive action accordingly. You can dispose of enemy craft before they've even seen you.

## CHALLENGE OPM

Play the demo, draw a veil

### ● THE CHALLENGE

No simpler challenge can there be, just send up the highest score you can. And rack us the proof.



Alien insurrection: Keep watching the skies

### ● THE PROOF

Take a picture of the game over screen, showing the score you've attained with your laser-blasting brilliance.

### ● THE PRIZE

There's a gaming goodie bag, including a full PS1 game for the sharpest shooter.

**Mask Me!**  
Shooting turn-into style

**OPM CHAMP**  
Nick managed to scrape a feeble 35,400





# DISC INFERNO

A Dog's Tale & Sam The Boulder Man

**PLAY!** "The biggest pile of dog poo since my pooch ate a month-old prawn sandwich"

## A Dog's Tale

**PLAY!** "Hair-tearingly difficult home-made puzzler"

## Sam The Boulder Man

Net Yaroze  
Full game!

### THE FACTS

GENRE **WOOF 'EM UP** • OUT **NOW** • PROGRAMMER **IRA RAINEY** • CONTACT **WWW.YAROZESCENE.CO.UK** • SCORE **N/A** • FULL GAME FEATURES **THIS!**

### WHO LET THE DOGS OUT?

Well here's one to send you barking mad. Self proclaimed as a game of amazingly thin proportions, this is the kind of ultra simple but excruciatingly frustrating game that causes OPM writers to lose their hair. Playing as a rotund specky type of no particular name, you have to rescue your dog, who has been dognapped by some gang for no particular reason. To free him you'll have to hop across a series of platforms, avoid spiky cacti and pick up five keys.

Sounds simple? You try it. Perhaps it was frayed nerves from a hard week in the OPM office but we couldn't for the life of us get further than the second key without running screaming from the room. Show us up for the fools we are and tell us what happens when you get to the end. Tempting doggie treats on offer as a reward. ●

### CONTROLS

⊗ Jump  
←→ Move left/right

## SPOILER ZONE

KEEP HITTING A SPIKY PROBLEM? DON'T LOOK AT US



### DOG TIRED

Getting through the game is all about timing your jumps from platforms to platform. Use the ← and → buttons to run left and right and when you reach the edge of a platform, press ⊗. There's only a very small margin for error. Also, collect 50 bones for an extra life.

### THE FACTS

GENRE **PUZZLER** • PROGRAMMER **JAMES HOBDEN** • CONTACT **WWW.YAROZESCENE.CO.UK** • SCORE **N/A** • FULL GAME FEATURES **THIS!**

### OUCH! THAT HURTS!

What starts out as a pleasant Bomberman-style puzzler with you shifting boulders and finding mushrooms, turns (after three or so levels) into one of the most frustrating and tricky puzzlers around.

In short, you are Sam, negotiating your way around a maze, clearing the background as you go, avoiding boulders and collecting mushrooms. Get all the mushrooms and you finish the level. Where there are locked doors you can use dynamite to open them. So far so easy. Except the boulders keep blocking your path (or killing you) as you free up the squares around them and they cascade down. By the time we got to level six (see pic below), we were well and truly stumped. Please, please crack this level and tell us how to do it. There'll be something in it for you.

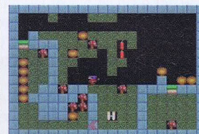
There's also a two-player level but it's pretty simple and there's no way of keeping score against your mates. ●

### CONTROLS

D-pad Direction  
⊙ Suicide

## SPOILER ZONE

CALM AND CLEVER



### KEEP HAVING TO TOP YOURSELF?

This is one tricky puzzler, courtesy of sadistic programmer James Hobden. The way to crack it is to think logically, working out what will happen once you disrupt things. Often you'll stumble into trouble by not thinking ahead and have to top yourself (⊙). And remember, you can only move single boulders, if let two or more get together they're stuck fast.

## CHALLENGE OPM

Play the demo, lick the bowl

### ● THE CHALLENGE

Just prove to us that you've liberated your mutt from the gang's clutches. We'll be impressed if you can.



### ● THE PROOF

Send a photograph clearly showing that you've freed Fido. Alternatively, you can video your walkies.

### ● THE PRIZE

Everyone who enters will receive a Croc badge and Yo-Yo gift set.

Bite Me!  
Grrrr

### OPM CHAMP

Nick collected two keys. But it was Friday afternoon

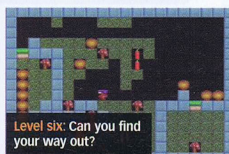


## CHALLENGE OPM

Solve the demo, mock the champ

### ● THE CHALLENGE

Be one of the first five people to solve this freakin' level. It was too tough for "thickie" Rich Keith.



### ● THE PROOF

Get to the end and take a pic of the Well Done Dude message. But you also have to tell us how you did it.

### ● THE PRIZE

You'll get a nice new PS1 game and some cool stuff from the cupboard.

Stone Me!  
I deserve it

### OPM CHAMP

Rich couldn't finish the level. Dumbo





# Goal of the Month

## THEY THINK IT'S ALL OVER... WELL, NOT QUITE ACTUALLY



We're nearing the final whistle, the fourth official has held up his little time-added-on board and a few of the fans are leaving the stadium. That's right, sadly it's nearly time to say "cheerio, cheerio, cheerio" to one of our most popular and longest running competitions ever. 90 goals and nine months have passed since we started GOTM and we have to say, it's been great.

The eight previous GOTM winners, plus the winner from this issue and one 'wildcard' will be entered into Goal Of The Season and our panel of footie experts will judge the best goal. The overall winner will get a pair of tickets to the Champions League Final on 15 May at Hampden Park. How's about that? Best you get scoring.

Here it is then, the final selection of corkers, belters and net busters. Enjoy. ●

### GOAL A NILS ROBINS, LLANELLI



Owen,  
ENGLAND vs  
Switzerland

Little Micky surges into the area and chips the keeper from an impossibly tight angle. Sweet like chocolate!

**Vote Now!**  
09013  
800310

### GOAL B SAM DIXON, MORECAMBE



Stewart,  
BRAZIL vs  
Argentina

We don't know of a Stewart playing for Brazil but no matter, he meets a deep cross with a spectacular bicycle kick.

**Vote Now!**  
09013  
800311

### GOAL C CHRIS PERCY, EASTBOURNE R Carlos, BARCELONA vs Torino



More Brazilian brilliance with Roberto. This time it's a beefy half volley into the bottom corner as Carlos twists his body to take the ball from almost behind him.

**Vote Now!**  
09013  
800312



### GOAL D MARK SHAW, SALFORD Sharewood, ENGLAND vs Austria



Taken from the old ISS, hence the curly Spurs man's presence in the England line-up, this is one of those incredible long range strikes that makes the keeper look like he's sucking a lemon.

**Vote Now!**  
09013  
800313



### GOAL E PHILLIP RANDALL, PORTSMOUTH



Batustita, LEEDS vs  
Madrid

And here's the opposition keeper looking even more fruity. He manages to parry Batigo's shot over his head but it fails to clear the bar and trickles over the line. Ha!

**Vote Now!**  
09013  
800314



### GOAL F KEITH ROSS, ELGIN Ortega, ARGENTINA vs Germany



Amazing Argentinian acrobatics on show as Ortega beats the keeper to the ball, diving full-length to nod the ball goalwards. Note the delightful one-two with Batustita to set up the strike.

**Vote Now!**  
09013  
800315



### GOAL G DANIEL SINCLAIR, BRIGHTON Pizzaro, PERU vs Brazil



More awesome overhead action, this time from the land of Paddington Bear. Will drummer Daniel snare himself a place in Goal Of The Season short-list? You wouldn't bet against it!

**Vote Now!**  
09013  
800316



### GOAL H ROBERT MORTIMER, WELLING Davids, NEDERLANDS vs Germany



One of the most featured names in GOTM (Davids, not Rob Mortimer) nails another impressive shot to the back of the net. He usually pops them in from longer range but this shot is super-accurate.

**Vote Now!**  
09013  
800317



### GOAL I CHARLIE BETTS, LUTON



Owen,  
ENGLAND vs  
Ireland

Owen again, let's see more of it in June. Michael! Unmarked, the Scouse superstar nets a faultless scissor kick.

**Vote Now!**  
09013  
800318

### GOAL J TONY DUNSTER, CHARLTON



Owen,  
ENGLAND vs  
Argentina

Taken from FIFA 2002, we reckon this is the longest range free kick we've seen yet but what is the keeper playing at?

**Vote Now!**  
09013  
800319

## GOTM WINNER FOR GOTM82

Congratulations to Daryl Bateson from York who won OPM&Z's GOTM by a country mile! His goal is now a contender for our Goal Of The Season compo next issue...

## NOW IT'S YOUR TURN TO PUT THE BOOT IN

If you think you can do better, save your moments of glory on a memory card (or video if the game doesn't have a save replay option) and send it to the usual address marked GOTM. Please include a photo of yourself and a SAE for the return of your stuff

Calls cost 25p. Please check with bill payer before calling.





# Bucky Lasek Interview

## Ten questions for a skating champ



**Bucky Lasek has been riding boards for nearly 20 years.** During that time he's established himself as one of the world's top skaters and in 1999 received the ultimate accolade, a starring role in the *Tony Hawk's Pro Skater* series. The 29-year-old vertmeister kindly took time out from tearing it up in the skateparks of California to answer a few of our probing questions...

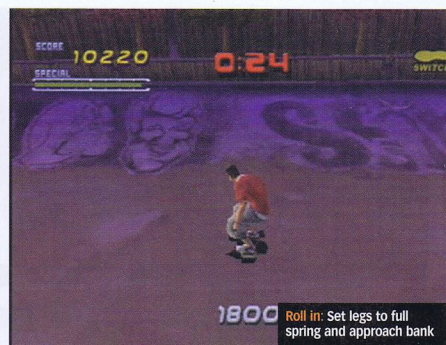
**OPM:** When did you start skating?

**BL:** I started in 1984 when I was 12 years old. Someone stole my bike so

I got myself a skateboard instead. My first deck was a Powell Peralta Steve Caballero.

**OPM:** When did you turn pro?

**BL:** Six years later in 1990. My first sponsorship deal was with Powell Peralta and I was overwhelmed, excited and very honoured to be part of a team that included the best skaters in the world – Tony Hawk, Steve Caballero, Lance Mountain, Mike McGill, Rodney Mullen to name a few. Everyone looked up to them and dreamed what it would be like to be on that team. My dream came true!



**OPM:** Who do you skate for at the moment?

**BL:** Genetic shoes, Birdhouse skateboards, Independent Trucks, Billabong clothing... the list goes on.

**OPM:** What's been the highlight of your career so far?

**BL:** Contests – it would have to be winning back-to-back vert gold

medals at the 1999 and 2000 X-Games. Tricks – landing an Indy 720 to fakie.

**OPM:** Moving on to videogames, do you play much *Hawk's*?

**BL:** I play it with my daughters, Devin and Paris. My schedule is so busy that when I do have free time I try to spend it with my family so if the girls want to play it, I'll play it with them.





**Lip smacker:** Just for you, Bucky tears it up for real during a recent session in Germany

**Pro skater:** He's not bad in the game either

## "It's no fun watching yourself bleed when you slam"

**OPM:** Which is your favourite Tony Hawk's game?

**BL:** It would have to be *Hawk's 3*. The graphics are amazing and the tricks just look so realistic when you do them.

**OPM:** Do you ever play as yourself?

**BL:** No way! It feels really weird to be sitting there playing the game knowing it's an animated version of yourself on the screen. Besides, it's no fun watching yourself bleed when you slam.

**OPM:** What other videogames are you into?

**BL:** I'm really into car racing games, any car racing games!

**OPM:** Have you played any of the BMX PlayStation games?

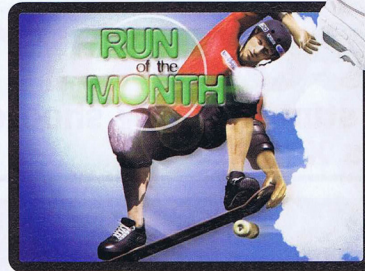
**BL:** No, but they look really cool!

**OPM:** What other hobbies do you have?

**BL:** Husband, father, car racing, golf, home improvements and learning to play the guitar.

**OPM:** Cheers Bucky!

Enter Run Of The Month for a chance to win a Birdhouse Skateboard signed by Bucky Lasek himself. Also up for grabs this month is a pair of Genetic Lasek GS2s, Bucky's new model of skate shoe. The winner of this double combo will be announced in *OPM86*.



**Win!**  
Signed Birdhouse skateboard and skate shoes

## PROVING HEAVEN REALLY IS A HALF-PIPE



This month's winner is young Anthony Edwards from Ely, who takes away a pair of Genetic Bucky Lasek trainers and some *OPM* goodies for his run from the School II level from *THPS2*. Following close behind him is cheeky chappy Laurence Dove from Knebworth, who charmed his way into the runner-up spot by shredding his way across the LA level in *THPS3*. Laurence nabs some skating gear. Stewart Allen, Natalie Hooch and Matthew Rice receive special mentions for their respective kick-ass runs.

Slap on the demo disc and select Run Of The Month to see what you'll have to do to beat these guys and grab some wicked prizes.

### 1/ TECHNICAL MERIT

Perfect landings, flawless and inventive trick linkage – do your worst

### 2/ ARTISTIC FLAIR

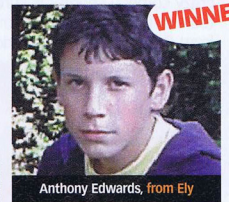
Jaw-dropping examples of exquisite trickery

### 3/ PURE SKILL

Astound us with your phenomenal combos

### 4/ DOWNRIGHT GUMPTION

Demonstrate your gnarliness with acts of death-defying mentalness



Anthony Edwards, from Ely



Laurence Dove, from Knebworth

## WHAT TO SEND

Fill in the form below and send it with a memory card with your saved run, an SAE so we can return it to you and a photograph of yourself.

## RUN OF THE MONTH

Mirra, Mirra on the wall, who's the gnarliest of them all? **ME!**

**Name:**

**Address:**

**Tel:**

**E-mail:**

**My run is from:**

**I am Captain Gnarly because...**

**SEND THIS FORM TO: RUN OF THE MONTH...**

OFFICIAL PLAYSTATION MAGAZINE, FUTURE PUBLISHING, 30 MONMOUTH ST, BATH, BA1 2BW





# DISC INFERNO

Videos, Downloads & Classic Demo

# Videodrome

See SNK's stunning new shooter in action – it's X-rated!



## Metal Slug X

Looking lovelier than Halle Berry, this crazy comedy shooter is sure to induce tears of joy... and win lots of plaudits from OPM reviewers next month.



# Next Month

## Sven's World Cup Manager

Lead England to World Cup glory (or at least make sure we beat the Argies) in this exclusive playable demo of Anco's ace new title.



## Sven's World Cup Challenge



Give the Huns the World Cup willies in this super-fast arcade soccer title. H'way the lads!

## Alex Ferguson's Player Manager 2002



No, it's really coming next month. Red nose returns for yet another crack at club management.

**PLUS!** Capcom Vs SNK Pro ● Goal Of The Season Dance Dance Revolution Konamix ● ISS Pro Evo 2

# Download



## NO FEAR DOWNHILL MOUNTAIN BIKING

Get on your bike to the secret Sunshine Forest bonus track.



## BUGS BUNNY

Rabbit on to 273 carrots in a time of 109 minutes. You'll also find yourself 83% through the game.



## SMURFS

Transports the little blue freaks to a top secret "alone in the dark" level. Let's hope it leaves them there.



## GLOVER

We can't beat Blitz's quirky puzzler for you but our handy (ho, ho) save will take you straight to the castle boss.



## TONY HAWK'S SKATEBOARDING

Don't let the Hawkster grind you down – unlock these three secret tracks.



## PAC MAN WORLD

Three saves for the gobbling game giant. You'll get 76 lives and a friend but they'll take you either 15%, 17% or 18% through the game.

## VOTE FOR A...

# Classic Demo

You pick 'em, we run 'em...

### ☐ Die Hard Trilogy

Yippee-ki-yay, it's a Bruce Bonus. Do you want to play this card?  
Ring 09013 882260

### ☐ Quake II

The current king of the 'Station shooters. Come and have a go...  
Ring 09013 882261

### ☐ Dino Crisis

A Jurassic classic or more a case of dino-snore? You tell us.  
Ring 09013 882262

### ☐ Ace Combat 2

Top Gun or a load of Biggles? Strap your leathers on and call.  
Ring 09013 882263

## LAST ISSUE'S WINNER WAS...

JESSICA ELLIS, who wins a lovely prize from our bulging booty cupboard.

The game which wins most votes will appear on OPM8's demo disc. One random caller will win a mystery prize from the OPM booty cupboard.



# PlayStation Magazine Champions League

THE CONTENTS OF THIS MONTH'S POSTBAG SHOW THAT YOU PREFER THE SIMPLER THINGS IN LIFE...

## LEAGUE RULES

Complete the demo disc challenges according to the guidelines laid down for each game. You must provide legible photographic or video evidence along with your completed entry form. Enter as many challenges as you like. Do not use cheat codes. We can spot them a mile off.

## HOW TO GET EVIDENCE

### Taking photographs

Point your camera at the screen and shoot! For best results, switch off the flash, draw the curtains, and use a fast film (eg 200 or 400 ASA).

### Taking video

1. Take the lead that connects your PS1 to your TV and plug it into the 'Signal In' socket on the back of your VCR.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your PlayStation.
4. Find a spare channel on the video's tuning mechanism and look for the PlayStation signal. Save the setting.
5. Complete the challenge, making sure you include the 'result' screen.
6. Pop in a tape and press 'record'. Press 'stop' after five seconds or so.
7. For timed challenges, capture the entire feat on video as evidence.
8. Rewind the tape. This is important.
9. Stick your scores/times on the front of the video before you send it in.



Was it *Metal Gear Solid*, arguably the greatest PlayStation releases of all time, that received the most entries this month? Nope. Perhaps it was the sci-fi blast 'em up *C-12* that got pulses racing? Not on your nelly. It was *Robot Ron*, one of those simple but heart-achingly good Yaroze games that got everyone in a flutter. It's a funny old game.

Former king demo Joseph King strolled off with the *Robot Ron* title but it was Tony Dunster's

kick-ass all-round performance that nailed him this month's KD accolade. Nice one, Tony. Elsewhere, we ask if the Beresford machine has finally ground to a halt. Not likely guv and we'll be seeing more of him in the near future.

From next issue things are going to change in Champs League. We've got some cracking plans to introduce new features, a new format and fantastic new prizes. As well as gameplaying prowess, we'll be taxing your PlayStation knowledge, your skill with a pen and pencil and lots, lots more. We hope you'll join us for Season 2.

## WHAT TO DO

Each demo on our game disc comes with a lip-quivering OPM challenge. You'll find these in the disc pages starting on page 89. Crack the challenge, record your feat (as explained in the Rules, left) then fill out the form below and send it in. Easy.



## WHAT YOU WIN

Top players will be immortalised in our Hall Of Fame. Celebrity dating and paparazzi punch-ups are some of the possible side-effects of your prowess. Each League Champion receives a special prize, or prizes to mark their gaming genius. What's more, you'll go down in gaming folklore as one of the greatest gamers in history.



## King Demo

All hail the month's mightiest gamer

### Tony Dunster, Charlton

Young Tony was crowned King Demo for the first time last month and he's held onto his crown with a cracking all-round performance, topping the tables in three of the challenges. However, we can reveal a darker side to the Dunster character. Apparently he regularly beats his brother in the mornings with an inflatable boxing glove. We warn you, do not abuse your new-found power young man, it'll end in tears.

## Hi-Score Hero

Best single demo performance

### Joseph King, Lancaster

Well batter a sausage and call me Nigel, what a freakin' score! Joe's incredible tally for the *Robot Ron* challenge left him hospitalised with chronic thumb damage. It was worth it though, 'cos he gets the Hi-Score medal of honour.

## OPM CHAMPIONS LEAGUE ENTRY FORM

My score/time is so good I'm entering it into the *OPM Champions League*. I have played the following demos, and include proof of my skills:

- |   |                                       |
|---|---------------------------------------|
| <input type="checkbox"/> Driver                         | <input type="checkbox"/> Rayman Rush  |
| <input type="checkbox"/> Micro Machines V3              | <input type="checkbox"/> Peter Pan    |
| <input type="checkbox"/> Sam The Boulder Man            | <input type="checkbox"/> Pink Panther |
| <input type="checkbox"/> The Italian Job                | <input type="checkbox"/> Shroud       |
| <input type="checkbox"/> World's Scariest Police Chases | <input type="checkbox"/> A Dog's Tale |

Name

Address

Telephone

E-mail

## TAUNT





### Taunt Board

Send 'em in and scare us stiff

"229,964! Shove that up your fat arse Mike!"

Jack Melton-Bradley,  
Wellington

"It takes a woman to be this good. King demo - HA! - Queen demo!"

Donna Copley,  
Pontefract

"If anyone beats this, they cheated"

Neil Porter

"You're as much use as a one-legged man in an arse-kicking contest"

Roger Sanderson,  
Manchester

"James Carey, you're a disgrace to the name James. I banish you to the land of flying monkeys"

James Leeson,  
Lower Woodford

"Lee 'Good riddance' Hall, what do you expect from a Newcastle fan, your score in the Sky Sports challenge is seven points more than the Toon deserve"

Stewart J,  
Stockport

### C-12 FINAL RESISTANCE

#### FASTEST TIME



**1. Tony Dunster**

Charlton

Time: 5mins 36secs

There's a secret to Tony's success here. He visited a dodgy Russian cargo ship off the Cornish coast where he got himself a trendy laser eye-implant. With that in place, there was no stopping him.

2.	6mins 8secs	James Leeson	Lower Woodford
3.	6mins 10secs	Glenn Fitzpatrick	Manchester
4.	6mins 16secs	Stewart J	Stockport
5.	6mins 30secs	Danny O'Neill	Maldstone
6.	6mins 43secs	Brian Caldwell	Stoke
7.	6mins 48secs	Daniel Rowse	Bath
8.	6mins 49secs	Eric Higgins	Guernsey



6m 10secs  
Glen  
Fitzpatrick  
Manchester

6m 8secs  
James  
Leeson  
Lower  
Woodford

5m 36secs  
Tony  
Dunster  
Charlton

### 40 WINKS

#### Most Zzzs



**1. Tony Dunster**

Charlton

Zzzs: 170

As we've already mentioned, Tony likes to beat his brother awake in the mornings so it's quite a surprise that he's the snooziest daydreamer in our 40 Winks challenge.

2.	120 Zzzs	Alan Pannell	Grantham
3.	105 Zzzs	Danny O'Neill	Maldstone
4.	90 Zzzs	Stuart Neatherson	Address unknown
5.	75 Zzzs	Adam Whittle	Birmingham
6.	54 Zzzs	Andrew Young	Bonnybridge

### ROBOT RON

#### HIGHEST SCORES



**1. Joseph King**

Lancaster

Score: 7,742,047

Phew, gor blimey and crickey Moses, Joe King has stuffed the rest of the Robot Ron entrants with an Olympian feat of gaming greatness. He may have a worse haircut than Solid Snake but can this boy work a Dual Shock. Congratulations, Hi-Score Hero.

2.	1,507,872	David Beresford	Kidwelly
3.	1,374,285	Donna Copley	Pontefract
4.	1,068,711	Donna Copley's boyfriend	Pontefract
5.	859,842	Tony Dunster	Charlton
6.	646,095	James Leeson	Lower Woodford
7.	593,915	Stewart J	Stockport
8.	562,815	Roger Sanderson	Manchester
9.	533,747	Liam Mannion	London
10.	351,131	Glenn Fitzpatrick	Manchester
11.	328,218	Neil Porter	Fife
12.	307,054	Nicola Bower	Rochester
13.	273,325	Edward Cope	Ripley
14.	229,964	Jack Melton-Bradley	Wellington
15.	6,163	Andrew Young	Bonnybridge

### SKY SPORTS FOOTBALL QUIZ

#### MOST POINTS



**1. Charlotte Fraser**

Northampton

Points: 10

Pouring shame on the lads with her league-topping footie knowledge, Charlotte proves that ladies love footie as much as blokes. Although everyone tied in the challenge, Charlotte gained the highest league position and nabs the booty.

2.	10 pts	Tony Dunster	Charlton
3.	10 pts	Stewart J	Stockport
4.	10 pts	David Beresford	Kidwelly
5.	10 pts	Glenn Fitzpatrick	Manchester
6.	10 pts	Roger Sanderson	Manchester
7.	10 pts	Joshua Young	London
8.	10 pts	Billy Edwards	Plymouth



## YAROSZANS

### HIGHEST SCORE



#### 1. Tony Dunster

Charlton  
Score: 115,693

King of outer space, king of the demo, king of old London town – it's been quite a month for Mr Dunster. We reckon he stands in front of a mirror for an hour a day shooting peas at his reflected freckles.

2.	99,795	Joseph King	Lancaster
3.	43,000	David Beresford	Kidwelly
4.	8,260	Liam Mannion	London
5.	8,050	James Christophi	London
6.	6,235	Andrew Young	Bonnybridge
7.	5,965	Joel Lewis Smith	Surrey
8.	4,275	James Brown	Lincoln

## METAL GEAR SOLID

### CHEEKIEST SNEAKING



#### 1. Andrew "The Anaconda" Young

Bonnybridge

This was a tricky one to judge but Andrew crept and crawled around the guards in spectacularly audacious fashion. The dope buggers didn't bat an eyelid as he wriggled between their legs.

2.	"Sneaky" Stewart J	Stockport
3.	"Jumpy" Joseph King	Lancaster
4.	"Tense" Tony Dunster	Charlton
5.	Edward "The Expert" Cope	Ripley
6.	Glenn "Gun master" Fitzpatrick	Address unknown
7.	"Jittery" James Leeson	Lower Woodford
8.	"Dangerous" Dan Rowse	Bath
9.	"Skulking" Steve Duell	Lincoln
10.	"Calamitous" Claire Wastell	Norwich



2nd place  
Stewart "Sneaky"  
J Stockport

3rd place  
"Jumpy" Joseph King  
Lower Woodford

1st place  
Andrew "The Anaconda" Young  
Bonnybridge



## PONG

### MOST BALLS ON SCREEN



#### 1. Joseph King

Lancaster

Balls: 7

Yep. The King (as he likes to call himself) has balls, seven of them in fact. He reckons this score is unbeatable and we're not going to disagree. Joe wins a sackful of ponging prizes for his trouble.

2.	5 balls	Gavin Rogers	Kingsbridge
3.	4 balls	Eddie May	Cirencester
4.	4 balls	Stewart J	Stockport
5.	3 balls	Daniel Rowse	Bath

## COOLBOARDERS 4

### HIGHEST TRICK SCORE



#### 1. Mike Ready

Deeside

Score: 31,686

It may have been a challenge from OPM81 but this piste up proved so popular we've run the list of the readers who missed the boat last month. Ski hats off to Mike Ready for his gnarliness but it wasn't good enough to topple Dave Beresford's mighty total.

2.	30,522	Max Vizard	County Cork
3.	25,572	Tyrone Lewis-Campbell	Ireland
4.	24,469	Nikki Lewis	Grantham
5.	22,472	Chris Hunter	Ipswich
6.	17,467	David Below	Ryton
7.	593,915	Stewart J	Stockport
8.	14,115	Ryan Blackmore	Address Unknown
9.	12,276	Daniel Mitchell	Tamworth
10.	11,476	Jojo Bonham	Burley-in-Wharfedale
11.	10,747	Matthew Carney	Falmouth
12.	10,391	George Keenan	Bucks
13.	10,224	Kevin Tracy	Cardiff
14.	9,876	Mark Thomas	Westbury
15.	9,233	John Richards	Leeds
16.	9,026	Jamie Carter	Bournemouth

## Gob of the Month

For services to sound argument

"Nick 'soiled pants' Ellis is crap at Metal Gear Solid. Cowardly, whiny little man"

Tim Sylvester  
Norwich

## Scroll Of Honour

Your All-Time High Scores

### YAROSZANS

115,693 Tony Dunster Charlton

### ROBOT RON

7,742,047 Joseph King Lancaster

### c-12 FINAL RESISTANCE

5mins 36secs Tony Dunster Charlton

### 40 WINKS

170 Zzzs Tony Dunster Charlton

### WORLD'S SCARIEST POLICE CHASES

1min 5secs Jason Foxton (Hull)/Peter Lewis (Mid-Glamorgan)

### GRAN TURISMO 2

1min 41.098secs Paul Thorp Norfolk

### SPIDER-MAN 2

6min 55secs David Beresford Kidwelly

### X-MEN: MUTANT ACADEMY 2

95secs left David Beresford Kidwelly

### WIPEOUT 3

1min 36.36secs John Keighley Bray Stockport

### WWF SMACKDOWN!

13secs Ben Adams Fife

### ISS PRO EVOLUTION 2

24-0 Andrew Moss Herts

### FORMULA ONE 2001

1.719secs Gareth Timms Warwickshire

### WORMS ARMAGEDDON

2mins 28secs John Keighley-Bray Cheshire

### TONY HAWK'S PRO SKATER

77.324 Luke Davies Crawley

### POINT BLANK 2

20.665 David Beresford Kidwelly

### ACTUA GOLF 2

365yds Stewart Allen Stockport

### V-RALLY 2

1min 38.37secs Joseph King Lancaster

### FIFA 2002

9-0 Joseph King Lancaster

### GUNFIGHTER (MAIN GAME)

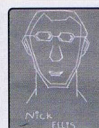
19,900 David Beresford Kidwelly

### CRASH TEAM RACING

1:47:72 Ian Urquhart Aberdeenshire

## VIB RIBBON

### BEST PICTURE



#### 1. Gemma Tongue

Nottingham

Gemma's Vib Ribbon-style rendering of Nellis arrived too late to make it into last issue. However, as she chose to draw our specy Games Ed because he's such a "cool dude" (poor deluded girl), we couldn't resist showing off her artistic flair.



**COMPOS**

Go On, Ring Up. You Might Win!

# Win!

## A widescreen telly **Plus!** *Dexter's Laboratory* bundle

**Publisher BAM!**

Entertainment brings the hilarious world of *Dexter's Laboratory* to PlayStation this month. Based on the successful Cartoon Network show, this arcade puzzler pits the potty pint-sized scientist against his arch rival Mandark in a series of bonkers challenges and flipping mental mini-games. To uncover more about the game, flip to page 30 for our exclusive preview.

To celebrate the game's forthcoming release, *OPM* has teamed up with BAM! and cooked up the chance for you to win some corking *Dexter's Lab* prizes. For the winner we've got a whopping great Hitachi Widescreen TV plus a copy of the game and a heap of *Dexter's* goodies, including bubble bath, a Super Robot toy and *Dexter's Lab* stationery. Five runners up will receive a copy of the game.

To enter the competition just answer the following simple question and call 09013 882280 between 19/04/02 and 16/05/02 with the correct number.

### **Q. What is the chemical formula for water?**

1. H<sub>2</sub>SO<sub>4</sub>
2. H<sub>2</sub>O
3. H<sub>2</sub>LO

Calls cost 25p (less than the price of a stamp). Check with the bill payer before you call. All calls must be made between 19/04/02 and 16/05/02.

**The Rules**

No purchase of Official PlayStation Magazine is necessary. No correspondence will be entered into. No employees of Future Publishing, Bantam or affiliated companies may enter. There's no cash alternative to the prize. Cheating will lead to disqualification. Calls must be made between 19/04/02 and 16/05/02. The editor's decision is final.



## PlayStation Magazine CROSSWORD

At last! It's your chance to use that PlayStation-brain knowledge to win £200 worth of goodies from Infogrammes. Work out the prize word (see below) and call **09013 882275** between 19/04/02 and 16/05/02 with the correct number.

After completing the crossword rearrange the letters from the six shaded squares to spell out the prize word.

Is it 1. Pocket 2. Potter or 3. Powers?

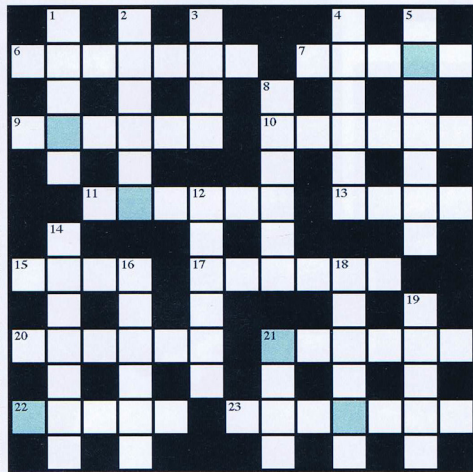


### CLUES ACROSS

- 6 See 20 across
- 7 The woolly stars of a Lemmings-style puzzler (5)
- 9 PlayStation controller (6)
- 10 Prince...Boxing, average fighting sim (6)
- 11 The Rugrats go on a tour of it in their PlayStation adventure (6)
- 13...Frontier 2, RPG from Square (4)
- 15...Of Bowling 2, shoddy Pocket Series ten-pin sim (4)
- 17...2001, superb American Football sim (6)
- 20 & 6 across...Zan: The...Gunman, flawed 3D adventure (6,7)
- 21 An attempt to win the ball in any soccer game (6)
- 22 Mr McQueen, PlayStation firefighter (5)
- 23 Homer, Marge, Lisa or Bart of PS1 wrestling action (7)

### CLUES DOWN

- 1 Mayhem-causing G-Police gunship? (5)
- 2 Monster Adventure starring Kermit, Miss Piggy and co (6)
- 3...maker, excellent puzzle title (4)
- 4 World's Scariest Police...TV-inspired driving game (6)
- 5 RC..., the sequel to Re-Volt (7)
- 8 & 19 down 3D adventure in which secret agent John Cord infiltrates Volgia (2,4,5)
- 12 A highly-realistic aspect of TOCA - cracked windscreens, smashed bumpers, etc (6)
- 14 World, Tamagotchi-style monster training release (7)
- 16 The..., PlayStation adventure based on the Jim Carrey film (6)
- 18 Rayman 2: The Great..., highly-enjoyable cartoon adventure (6)
- 19 See 8 down
- 21...Is Football 2, run-of-the-mill soccer sequel (4)



## SPIDER-MAN THE MOVIE

The film isn't out until June but you can already grab yourself some web-tastic Spidey movie merchandise from Vivid Imaginations and Halsall. We've been lucky enough to get our sticky fingers on some top gear and one lucky winner will carry off a Halsall Spidey skateboard. Vivid Imaginations has also donated a Battle Attack Goblin Glider, a 6" Spidey figure and a Dual Action Web Blaster that fires web gunk straight from the wrist for the winner. Ten runners-up will receive a Spidey figure and a Dual Action Web Blaster. To have a chance of catching a prize answer the following question and call **09013 882277** between 19/04/02 and 16/05/02 with the correct number.

Q. Who plays Spider-Man in the Spidey movie?

1. Toby Maguire
2. Elvis Presley
3. Brad Pitt



## Compo Winners

Sky Sports Football Quiz  
OPM80: Ian Davidson, Essex;  
Kevin Baxman, Ramsey; John Reid, West Yorkshire; Chris Davenport, Peterborough;  
Gary Lyons, Essex; Sam Tomlin, Oxford.

Crossword: OPM80 James Griffiths, Devon; OPM81 Ann Cooke, Torpoint.  
Matrix OPM81 Linette Roberts, Ealing; John Caulfield, Shropshire; Julie Bradley, Derby; Hazel Howarth, Cumbria; Brian Forrest, Aberdeen; J Cook London; Sean Gallagher, Glasgow; Ricky Clark, Coventry; Nicola Stuart, Morayshire; Richard Veldien, Warwickshire.

### COMPO RULES

No purchase is necessary. No correspondence will be entered into. No employees of Future Publishing or companies involved in the competitions can enter. There is no cash alternative to prizes. Calls must be made between 19/04/02 and 16/05/02. All standard competition rules apply.

## WIN A COOL DVD PLAYER!



**Monkey Bone** is a wacky, twisted comic-book caper packed with stunning SFX and stars Brendan Fraser and Bridget Fonda. The film

tells of a comatose cartoonist and his alter ego's struggle to free themselves from 'downtown', a mysterious stop-gap place between life and death. To celebrate its release we have a JVC DVD player and a copy of the DVD to give away to one reader, courtesy of Twentieth Century Fox Home Entertainment. Ten runners up will receive a copy of the DVD. To enter answer the following question and call **09013 882276** between 19/04/02 and 16/05/02 with the correct number. **Monkey Bone** is out to buy on VHS and DVD from 29 April 2002.

Q. Which of the following is a breed of monkey?

1. Spider Monkey
2. Earwig Monkey
3. Butterfly Monkey

Calls cost 25p. Check with bill payer before calling.



...continued from page 14

## WHAT WOULD YOU do?

B Option selected



**Bingo!** Your super agent suspicions were correct. The box contained explosives that fried all and sundry when you fed it lead. Niilice.

You Win!



# PlayStation®2

IT'S OUT THERE...

## ENDGAME

WHEN APRIL WHO EMPIRE WHERE WWW.EMPIREINTERACTIVE.CO.UK

**PREVIEW** Is there more to this lightgun game than *Time Crisis* with a futuristic slant?

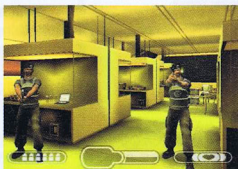


Originality is a word that rarely gets mentioned in the same breath as lightgun and game.

The first time you play one of these shooters you're just reacting to 3D dangers. On subsequent plays you start to anticipate the enemy attack patterns. So games such as *Time Crisis* and *Police 24/7* are not so much tests of your awareness, but of memory and co-ordination.

*Endgame* offers similar duck-and-shoot gunplay to *Time Crisis*, rather than the more restricted shoot-for-God's-sake-shoot blasting of *Vampire Night*. The game still guides you on those inescapable and invisible rails from scene to scene.

As you progress, you'll notice that *Endgame* is also one of the best-looking shooters around. Crisp, high-res backdrops range from point-blank combat in a house or subway, to a factory level, a forest



**Hit it:** Despite their protective vests, the guards are easy to take down

ambush and an intense alpine crossfire. Right from the start, things aren't exactly easy. Wave after wave of security guards are thrown at you, often four or five at a time. And while they may start with slow-firing pistols, soon they are wearing armour and hiding behind bullet-proof riot shields. Some smart AI also ensures that they won't run blindly into your gunfire.

*Endgame's* designer, Cunning Developments, could have been content with just trying to out-gun



**Hot shot:** *Endgame* jazzes up its gunplay with level after superbly-drawn level

**"Offers more than just your average first-person killer"**



**Snow off:** The alpine level shows off *Endgame's* attention to detail

the *Time Crisis* series. There are certainly similarities between the two – the duck-and-shoot movement, the civilians that get in the way, the polygonal grunts and their torso-spinning, belly-clutching death sequences. There are also desperately tough boss encounters to overcome, including a battle against a bad guy in a robot suit that's reminiscent of the Ripley-versus-queen-alien encounter in

### Plus Points

■ **Variety is the spice of life**  
*Endgame* features a wide array of cannon fodder (riot trooper, Swiss trooper and rocket launcher trooper to name just a few) each with their own weapon or style of attack for you to master

■ **So much to do, so little time**  
Multiple plot lines, various directions the game can go in, and bonus modes. These are just some of things that'll spice up the gameplay so you get more than your average shoot 'em up.



Aliens. And if you down a certain number of enemies within a time limit, you enter the bonus Hypermode. Here the action unfolds in 'supertime' – a hazy, enhanced state of play where the action is 25% faster.

This gung-ho content is woven neatly together by an evolving plot. Assuming the role of a young woman called Jade, you must battle your way through 20 levels of



indiscriminate slaughter. *Endgame* is blessed with a branching plot structure so there's more than one way to play it.

With a distinct cinematic feel, *Endgame* promises to offer more than just your average first-person killer. It's got the graphics, the fast-paced action and, it seems, the gameplay. It's never going to shatter the basic lightgun mould. But at least it tries to crack it a little. @





**Roaring naughties:**  
The first LOTR PS2  
shots show some  
formidable beasts



# TOLKIEN A GOOD GAME

WHEN WINTER WHO EA WHERE WWW.UK.EA.COM

## NEWS EA reveals precious details on its PlayStation 2 *Lord Of The Rings* game

**→** With all the excitement generated by the first, and fantastic *Lord Of The Rings* movie, it should come as no surprise that there are a number of Middle Earth games in the PS2 pipeline. Electronic Arts' version will be based on Peter Jackson's film adaptations of the Tolkien trilogy – *The Fellowship Of The Ring*, *The Two Towers* and *The Return Of The King*.

Details are wisper than 'sketchy' but EA is boasting of a 3D action adventure with large and detailed environments, dynamic camera angles and a blend of strategic and real-time

combat. Expect to be able to choose which characters you control, including Legolas the elf, Gimli the dwarf and Aragorn, heir to the throne of Gondor – your choices ultimately determining how you approach the battles ahead. You can look forward to exploring the locations that appeared in the *Fellowship Of The Ring* – the town of Bree, the elf kingdom Rivendell, the Misty Mountains and the Mines Of Moria – and anticipate fighting off the Dark Riders. With expectation sky-high, we can only hope that EA produces a game that's worthy of the films. As soon as we know more, you'll know more. @

## STOP PRESS

# SPYRO: ENTER THE DRAGONFLY

WHEN APRIL WHO THQ WHERE WWW.THQ.CO.UK

## FIRST PLAY Pigs might fly! Well, cows actually, but only when Spyro's involved

**→** **Spyro's first PS2 adventure.** Enter *The Dragonfly*, is on its way. As always, the world has gone slightly awry and it's up to Spyro and his dragonfly pal Sparx to save the day.

We have played an early version of the title and can confirm it has lost nothing from *Year Of The Dragon* (10/10 OPM65). Ricci Rukavina, creative director for the title says, "Our major focus is to deliver a traditional *Spyro* experience while adding more advanced features,

which the PS2 enables us to do." Equally important for developer Equinox/Check 6 has been retaining that *Spyro* humour. "What is a *Spyro* game without Spacecows!?" laughs Rukavina. "*Spyro* has always had its own special brand of goofy humour, from mooning gnorcs to bad haiku, and will continue to do so." One bizarre level we played showed Spyro flying a UFO around a field, picking up unsuspecting cows with a tractor beam. Other levels will include a flying tiger plane, a tank and a magical cattle prod. @



It's a drag: All the fun of Spyro, in glossy PS2 form

## Future Shock

- ETA APRIL 2002
- 2002 FIFA WORLD CUP EA
- ANTZ RACING Empire
- BLOOD ONION 2 Edos
- JIMMY NEUTRON: BOY GENIUS THQ
- LMA MANAGER Codemasters
- MIKE TYSON HEAVYWEIGHT BOXING Codemasters
- MR MOSKEETO EA
- SOLDIER OF FORTUNE: GOLD Codemasters
- STAR TREK: VOYAGER ELITE FORCE Codemasters
- SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE 3DO
- SVEN-GORAN ERIKSSON'S WORLD CUP MANAGER 3DO
- TD OVERDRIVE Infogrames
- TRANSWORLD SURF Infogrames
- MAY BARBARIAN Virgin Interactive
- BRITNEY'S DANCE BEAT THQ
- COMMANDOS 2: MEN OF COURAGE Edos
- CONFLICT: DESERT STORM SCI
- DEUS EX EA
- FORMULA ONE 2002 Sony
- FREK STYLE EA
- LILLO & STITCH Sony
- MASTER RALLYE Microdis
- NEED FOR SPEED: HOT PURSUIT 2 EA
- SPACE CHANNEL 5 V2 Sony
- TAZ WANTED Infogrames



*Final Fantasy XI*: Undoubtedly will be a huge online hit

# ONLINE UP

WHEN 2003 WHO SONY WHERE WWW.SCEE.COM

## NEWS Sony reveals the first online games for PS2

**→** The much-anticipated, oft-promised online future on PS2 is finally on us. Well, nearly. On 13 February, at the third PlayStation meeting event in Tokyo, Sony announced its broadband network, to be known as PlayStation BB. The company also announced 30 fully online titles currently in development by a series of major game publishers, among them Sega, Namco and Konami. While clearly not all of these titles will make their way to European shores, there are a few which are so high-profile that they're all but guaranteed.



**GT Online** [working title] (Sony)  
Real-time online racing with plenty of customising and fiddling, no doubt.



**Resident Evil Online** [working title] (Capcom)  
From footage shown at the PlayStation meeting, there appears to be a few new characters. The game still looks to be – partly at least – based in Raccoon City.



**Final Fantasy XI** (Square)  
An almost dead cert for the UK with plans to install servers able to handle up to 30,000 gamers all at once in Europe and America.



**Bomberman Online** (Hudsonsoft)  
Arguably one of the most addictive multiplayer titles ever made, Bomberman is set to go next-gen and 'massively multiplayer' in more ways than one.



**Auto Modellista** (Capcom)  
In this unique cel-shaded racer, players are able to swap for opponents online and trade car parts.



**3D Flight Shooting** [working title] (Namco)  
Almost certainly *Ace Combat* Online judging by the replay demo shown at the meeting. @





# VIRTUA FIGHTER 4

The daddy of the 3D fighting game is back. Meet the master...

THE FACTS OUT NOW ■ PRICE £40 ■ PUBLISHER SONY ■ TEL 0207 859 5000



**Snow way:** When characters fall, they leave imprints which remain throughout the fight



As Ang Lee recently proved with the dazzling *Crouching Tiger, Hidden Dragon*, kung fu entertainment doesn't have to involve dumb storylines and ridiculous characters.

The *Virtua Fighter* series is sort of like the *Crouching Tiger* of the beat 'em up world, simulating a range of martial arts as realistically as possible, with a cool, diverse selection of fighters.

The most important thing about *Virtua Fighter 4* (apart from the gorgeous visuals) is that it positively embraces newcomers. Most fighting games expect you to have a PhD in beat 'em upology. *VF4*, on the other hand, has a proper training mode, split into three sections. Becoming a virtual martial arts student is a vital element of the *VF* experience – it's the only way you'll get anything out of the game. Repeatedly hitting punch and kick might beat your mates, but it won't

get you far in *Virtua Fighter*.

Learning to read and appreciate the individual styles of the fighters is made so much easier by the beautiful character design and animation. The differences between competitors run much deeper than mere lists of moves – every fighting style comes with its own unique stances, and subtly different body movements.

*Virtua Fighter 4* is not a game for casual post-pub pugilists. Its really impressive moves are not accessible from one or two button presses, they come from strings of six or seven combined D-pad directions and kicks, punches and guards. Learning this stuff is going to take time and you're likely to suffer a fair amount of pain in the process, as your fingers struggle to perform movements of such dexterity.

The question you have to ask yourself is: do you have room in your life for a complex fighting game that demands the sort of time and patience usually only required by a small child? Remember: kung fu is for life, not just for Christmas. ■



**Smooth operator:** The character modelling is excellent, with no glitching

VERDICT

Official UK  
**PlayStation**  
Magazine

OVERALL

The only choice for those who want a long-lasting single-player challenge



# STAR WARS: JEDI STARFIGHTER

Is this sequel an *Empire Strikes Back* or a bit of an *Episode I*?

THE FACTS OUT NOW ■ PRICE £40 ■ PUBLISHER ACTIVISION ■ TEL 01753 756 100



No surprises here, with *Episode II* building up for release, LucasArts has decided to recycle its most successful console title, *Starfighter*.

The basic controls are the same, as are the 15 missions interspersed by cut-scenes, training and bonus missions and new ships to unlock.

There are new unlockable secondary

weapons and Jedi Force Powers: Shield, Lightning, Reflex and Shockwave. The Shield and Shockwave are self explanatory. Lightning shorts out enemy craft, and if you trigger the Force Reflex the outside world slows down for a spell, while your reactions within remain as fast as ever.

But, as enjoyable as the game is, there isn't an emotional hook to pull you into the action. So although *SWJS* comes highly recommended, here's hoping that *Starfighter III* will be more hardcore. ■



**Light Fragsitic:** Getting up close and personal with Capital Ships is a blast in JS

VERDICT

Official UK

**PlayStation**  
Magazine

OVERALL

An accomplished update with a few welcome innovations



## EXCLUSIVE THIS MONTH...

We've only gone and got a *Final Fantasy X* demo for you to play!

FOR MORE INFO ON PS2, CHECK OUT THE OFFICIAL UK PLAYSTATION 2 MAGAZINE. IN SHOPS NOW

## REVIEWS

Final Fantasy X  
Deus Ex  
LMA Manager 2002  
Blood Omen 2  
ISS 2  
Sled Storm  
Super Trucks  
And more...

## ON THE DVD PLUS

Final Fantasy X  
Looney Tunes  
Space Race  
Rally Championship  
Moto GP (Platinum)

Smash Court Tennis  
Spider-Man The Movie  
Britney's Dance Beat  
Commandos 2  
Mat Hoffman's Pro BMX 2  
Red Card Soccer  
And more...

ISSUE 15 ON SALE 19 APRIL



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**PlayStation MAX**  
 THIS MONTH...

NOW  
**PS2**  
 MENTAL!



**PlayStation MAX**



**FIFA MANAGER 2002**  
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- PLUS!**
- No-one Lives Forever
  - Superman
  - Jedi Starfighter
  - Final Fantasy VI Guide
  - Onimusha 2

**PLAY DIRTY!**  
 EXCLUSIVE REVIEW!  
 See why **Red Card** rocks!



**FREE WORLD CUP WALLPLANNER POSTER**

Nothing I like better than fouling on a footie pitch...



**DEUS EX**  
 Could this be BETTER

**MUDDY FUNSTER!**  
**V-RALLY 3**  
 Powerclides

**PREVIEW**  
**BRITN**  
 Get speared groove on w

**2002 WORLD TOURNAMENT JAPAN / SOUTH KOREA**

GROUP STAGE	GROUP	1ST PLACE	2ND PLACE	3RD PLACE	4TH PLACE
GROUP A	Japan	South Korea	USA	France	Germany
	USA	France	Germany	Japan	South Korea
	France	Germany	Japan	South Korea	USA
	Germany	Japan	South Korea	USA	France
GROUP B	France	Germany	Japan	South Korea	USA
	Germany	Japan	South Korea	USA	France
	Japan	South Korea	USA	France	Germany
	South Korea	USA	France	Germany	Japan

**THE FINAL**  
 2002 CUP CHAMPIONS

**ON SALE NOW**

AT ALL GOOD NEWSAGENTS\*

(\*AND CRAP ONES)





**NEXT MONTH**  
Don't Miss...

# LAND OF THE RISING PS1!

## Capcom Vs SNK Pro kicks off an OPM special

WE'RE OFF TO TOKYO FOR AN EXCLUSIVE SNEAK PEEK AT THE PLAYSTATION GAMES OF TOMORROW – STARTING WITH AN EXCLUSIVE PREVIEW OF CAPCOM'S BAD-ASS BRAWLER. IT'S A *TEKKEN* BEATER!

**Do not miss this...**

## RETURN OF THE DIGIMON

Huge reviews of dynamic *Digi-duo Rumble Arena* and *Card Battle*. Trust us, they're mon-strously good!

### METAL SLUG X REVIEW

SNK's ace 'n' insane shooter hits the UK. We're foaming at the mouth already...



### DANCE DANCE REVOLUTION KONAMIX

Get in the groove with our preview of Konami's latest dancemat-filler. Forget bigbeat, here comes Bemani.

### SVEN WORLD CUP MANAGER

The *Sven-Göran Eriksson* games line up for review as World Cup fever takes over. Plus a chance to win signed Sven goodies!

### MY PREVIEW HEAVEN!

More news on future classics *Delta Force: Urban Warfare*, *Formula One Arcade* and *Planet Of The Apes*.

### RAYMAN RUSH AND ALEX FERGUSON'S 2002 TIPPED!

The Daddy beats the biggest games he can find. Until they squeal.



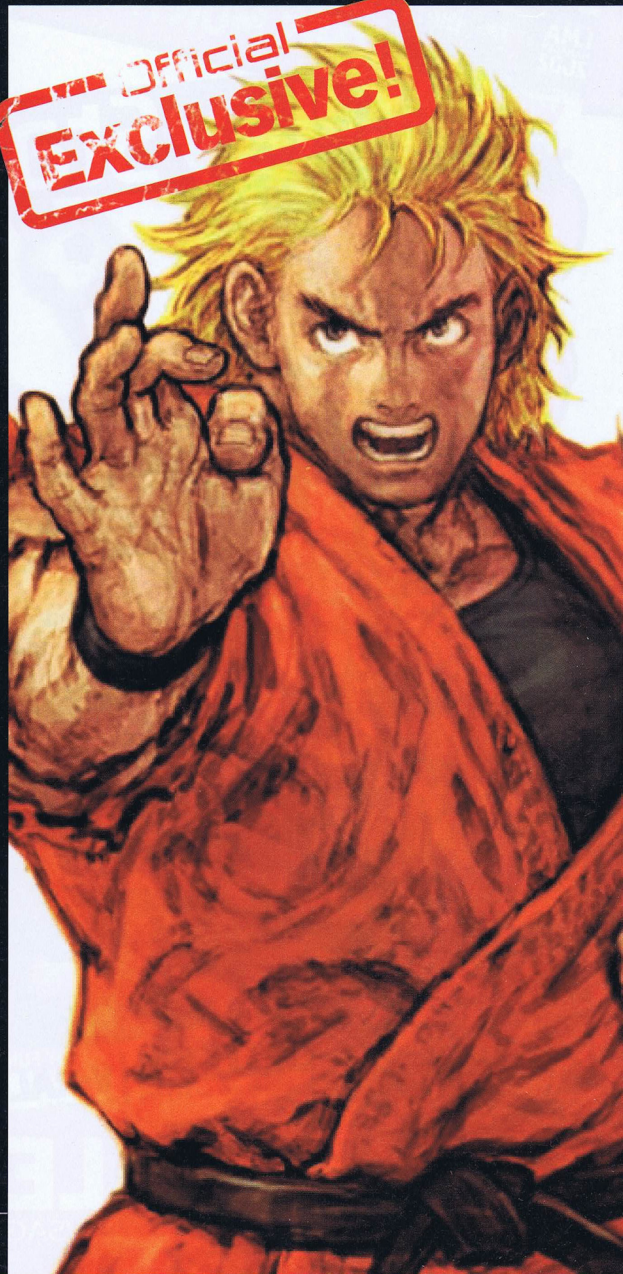
- SVEN'S WORLD CUP MANAGER
- SVEN'S WORLD CUP CHALLENGE
- ALEX FERGUSON'S PLAYER MANAGER 2002

Plus heaps of classic demos, cheat downloads, and more!



**ALL IN THE NEXT ISSUE OF**  
**On sale May 17**

**PlayStation**  
Magazine



WARNING! All contents subject to change. The videogame industry can be a cruel mistress and sometimes she bites back.









**GAME OVER**  
See You Next Month...

Hungry for a holiday? Consult this month's travel guide to Raccoon City, where a warm welcome and a thousand surprises await

**club**  
Undead-30

## Resident Evil 3

### TOURIST ATTRACTIONS

There's something for everyone to get their teeth into in Raccoon City. Go on a Cable Car ride, climb the Clock Tower or perhaps a quiet stroll through The Park is more your thing. Don't forget to visit The Graveyard when you're there - you'll find it located in the dead centre of the park grounds.

### DINING OUT

The city really comes alive at night and there's no shortage of eateries if you fancy a quick bite. The local cuisine is renowned for being adventurous - try tucking into the Doberman Steak with pickled eyeball sauce. Why not unwind at The Bar after a hard day's frightseeing? Speciality cocktails include Flaming Zombies and Bloody Marys.

### LOCAL CELEBRITIES



If you're staying a while, the chances are you'll run into the city's most famous inhabitant, Nemesis. Nemesis has close ties with the local community and performs many civic duties such as judging the annual flower show. He's an inquisitive chap and always keen to get to know the tourists. If you meet him, he'll probably want to pick your brains.

### SHOPPING

The Valentine Boutique houses a delightful range of garments for the discerning dresser. Combat chick chic is particularly in vogue, so we're told. Check out the season's latest fashions with collections from Jean-Paul Gaultier, Yves Saint Laurent and Christian Dior.

### EMERGENCY SERVICES

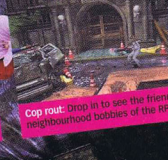
If you fall ill during your stay, a well-equipped hospital will treat anything from small bites to severe haemorrhaging. Report missing persons to the local Police Station's Lost and Found department and ask for Sergeant Redfield.



**Unhappy hour:** The atmosphere in the bar is slightly subdued until karaoke



**Park stiffs:** Regular barbecues are held in the park when the weather permits



**Cop rout:** Drop in to see the friendly neighbourhood buddies of the RPD

**RACCOON CITY**



PASSPORT

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- You don't get along with animals
- Once bitten, twice shy

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### PLAYSTATION 1

### PLAYSTATION 2

**A = 01**  
 A Bug's Life  
 Abe's Exoddus  
 Abe's Odyssey  
 Ace Combat 3  
 Action Man: Dest. X  
 Air Combat  
 Aladdin: Nasir's Rev.  
 Alex F's Play Man 2001  
 Alien Resurrection  
 Alien Trilogy  
**Alone in the Dark 4**  
 Alundra  
 Alundra 2  
 Amazezone  
 Ape Escape  
 Apocrypha  
 Army Men 3D  
 Army Men: Land Sea Air  
 Army Men: Lock & Load  
 Army Men: Omega Sold  
 Army Men: World War  
 Atlantis  
**B = 02**  
 Battle Tnx Global Assault  
 Blade  
 Breath of Fire 3  
 Breath of Fire 4  
 Brian Lara Cricket  
 Broken Sword 1  
 Broken Sword 2  
 Bugs & Taz: Time Busters  
 Bugs' Life  
**C = 03**  
 C&C: Red Alert  
 C&C: Retaliation  
 C-12 Final Resistance  
 Champ Man: Quiz  
 Chase The Express  
 Chicken Run  
 Civilization 2  
 Colin McRae Rally  
 Colin McRae Rally 2  
 Command & Conquer  
 Constrictor  
 Crash Bandicoot  
 Crash Bandicoot 2  
 Crash Bandicoot 3  
 Crash Bash  
 Crash Team Racing  
 Crusaders of M&M  
**D = 04**  
 D Mirror BMX: Max Remix  
 D. Nukem: L. of Babes  
 D. Nukem: Time to Kill  
 Dave Mirror BMX  
 David Beckham Soccer  
 Die Hard Trilogy  
 Digimon Dig. Guard Bat.  
 Digimon World 2  
 Dino Crisis  
 Dino Crisis 2  
 Disc World 2  
 Discworld Noir  
 Disney's Dinosaur  
 Doom  
**Dracula: Last Sanctuary**  
 Dracula Resurrection  
 Dragonball Z  
 Dragonball Z: Final Bout

**E = 05**  
 Eagle One Harrier Alt.  
 ECW Armageddon  
 Evil Dead  
 Exhumed  
**F = 06**  
 FA P. Ligue Fball Man. 00  
 FA PL. Fball Man. 2001  
 FA Premier League Stars  
 Fable to Black  
 Fear Effect  
 Fear Effect: Retro Helix  
 FIFA 2000  
 FIFA 2001  
 FIFA 2002  
 FIFA 99  
 Fighting Force 2  
 Final Fantasy 7  
**Final Fantasy 8**  
 Final Fantasy 9  
 Fishmen's Bail  
 Future Cop LAPD  
**G = 07**  
 Gargoyles  
 Gargoyles Legends  
 G-Police  
 Grand Turismo  
 Grand Turismo 2  
 Grand Theft Auto  
 Grand Theft Auto 2  
 Grinch  
 GTA: London 1969  
 Gundam Battle Assault  
**H = 08**  
 Hard Edge  
**Harry Potter**  
 Harvest Moon  
 Hercules  
 Hidden & Dangerous  
 Hogs of War  
 Hydro Thunder  
**I = 09**  
 In Cold Blood  
 ISS Pro Evolution  
 ISS Pro Evolution 2  
 Italian Job  
**J = 10**  
 J.Bond: Tom. Never Dies  
 Judy: Cocoon  
 James Bond: 007 Racing  
 James Bond: TWINE  
 Jedi Power Battles  
 Jimmy White's 2: Cueball  
 Jonah Lomu Rugby  
 Jurassic Park: Lost World  
**K = 11**  
 Kick Off 2002  
 Knockout Kings 2001  
 Koudelka  
**L = 12**  
 Legacy of Kain  
 Legend of Dragoon  
 LMA Manager 2002  
 Loaded

**M = 13**  
 Mention Gothic  
 Mat Hoffman's BMX  
 Medal of Honor  
 Medal of Honor Underg.  
 MediEvil  
 MediEvil 2  
 Men in Black  
 Men in Black: Crashdown  
 Metal Gear Solid  
 Mickey's Wild Adventure  
 Minions Impossible  
 Monster Hero  
**Monsters Inc.**  
 Monster Rancher  
 Mortal Kombat Trilogy  
 Mummy  
 Muppet Monster Adv.  
**N = 14**  
 NBA Live 2002  
 Nightmare Creatures  
**O = 15**  
 Overblood  
**P = 16**  
 Pac Man World  
 Parasite Eve 2  
 Player Manager 2001  
 Populous: The Beginning  
 Premier Manager 2000  
 Premier Manager 98  
 Premier Manager 99  
 Prince Naseem Boxing  
**Q = 17**  
 Quake 2  
**R = 18**  
 Rainbow Six  
 Rayman  
 Rayman 2  
 Ready 2 Rumble Boxing  
 Ready 2 Rumble Round 2  
 Reef Fishing 2  
 Resident Evil  
 Resident Evil 2  
 Resident Evil 3: Nemesis  
 Resident Evil: Survivor  
 Road Rash Jailbreak  
 Rogue Spear  
 Romin Blade  
**S = 19**  
 Shadowman  
 Sheep, Dog & Wolf  
 Silent Bomber  
**Silent Hill**  
 Silent City 2000  
 Simpsons Wrestling  
 Ski Sports Football Quiz  
 Smackdown  
 Smackdown 2  
 South Park  
 South Park Rally  
 Social Strike  
 Space Invaders  
 Spec Ops: Covert Assault  
 Spec Ops: Rangers Elite  
 Spec Ops: Stealth Patrol  
 Spiderman  
 Spiderman 2  
 Spyro 2: Ripto's Rage  
 Spyro 3: Year of Dragon  
 Spyro the Dragon

**T = 20**  
 Tarzan  
 Technomage  
 Tekken 2  
 Tekken 3  
 Tenchu 2  
 Tenchu: Stealth Assassins  
 The Italian Job  
 The Mummy  
 The Simpsons Wrestling  
**The World is Not Enough**  
 Theme Hospital  
 Theme Park World  
 Thrasher Skate & Dest  
 Time Crisis  
 Time Crisis: Project Titan  
 TOCA Touring Cars 2  
 TOCA World Touring Cars  
 Tomb Raider  
 Tomb Raider 2  
 Tomb Raider 3  
**Tomb Raider 5 Chronicles**  
 Tomb Raider  
 Tomorrow Never Dies  
 Tony Hawk's Pro Skater  
 Tony Hawk's Pro Skater 2  
 Tony Hawk's Pro Skater 3  
 Toy Story 2  
 Tunguska  
**U = 21**  
 UEFA Striker  
 Urban Chaos  
**V = 22**  
 Vagrant Story  
 Vampire Hunter  
 Vanishing Point  
 V-Rally 2  
**W = 23**  
 War Hammer: Horn. Bat  
 Warzone 2100  
 WCW Backstage Assault  
 WCW Mayhem  
 Weakest Link  
 Who Wants 28A Million.  
 Wing Commander 2  
 World Champ. Snooker  
 World Is Not Enough  
 World's S. Police Chases  
 Worms  
 Worms Armageddon  
 Wu Tang: Taste the Pain  
 WWF Attitude  
 WWF Smackdown  
 WWF Smackdown 2  
 WWF War Zone  
**X = 24**  
 X-Files  
 X-Men Mutant Academy 2  
**Y = 25**  
 007 Racing  
 007 World is Not Enough



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